DUNGEONS & DRAGONS® Supplement

# COMPLETE MAGE™

A Player's Guide to All Things Arcane

Skip Williams, Penny Williams
Ari Marmell, Kolja Raven Liquette

# CREDITS

DESIGN
**Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquette**

DEVELOPMENT TEAM
**Andy Collins, Michele Carter, Matthew Sernett**

EDITORS
**Michele Carter, M. Alexander Jurkat**

EDITING MANAGER
**Kim Mohan**

DESIGN MANAGER
**Christopher Perkins**

DEVELOPMENT MANAGER
**Jesse Decker**

DIRECTOR OF RPG R&D
**Bill Slavicsek**

PRODUCTION MANAGERS
**Josh Fischer, Randall Crews**

SENIOR ART DIRECTOR D&D
**Stacy Longstreet**

ART DIRECTOR
**Karin Jaques**

COVER ARTIST
**Matt Cavotta**

INTERIOR ARTISTS
**Miguel Coimbra, Eric Deschamps, Wayne England, Carl Frank, Randy Gallegos, Ralph Horsley, Jim Nelson, Eric Polak, Mike Schley, Ron Spencer, Anne Stokes, Arnie Swekel, Eva Widermann, Kieran Yanner**

CARTOGRAPHER
**Mike Schley**

GRAPHIC DESIGNER
**Karin Jaques**

GRAPHIC PRODUCTION SPECIALIST
**Angelika Lokotz**

IMAGE TECHNICIAN
**Christina Wiley**

Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

This Wizards of the Coast® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

620–95384720–001–EN
9 8 7 6 5 4 3 2 1
First Printing: October 2006

ISBN-10: 0-7869-3937-0
ISBN-13: 978-0-7869-3937-4

Dungeons & Dragons, D&D, Dungeon Master, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Complete Mage*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.
This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.
This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Printed in the U.S.A. ©2006 Wizards of the Coast, Inc.

Visit our website at **www.wizards.com/dnd**

# Contents


**Introduction** ..... 4
What's in this Book ..... 4
What You Need to Play ..... 4

**1: Fundamentals** ..... 5
The Nature of Magic ..... 5
Wielding Magic ..... 6
Arcane Magic ..... 6
Arcane Versus Divine ..... 6
Arcane Versus Innate ..... 7
Spell Schools ..... 8
School Specialization ..... 8
Abjuration ..... 9
Conjuration ..... 9
Divination ..... 9
Enchantment ..... 10
Evocation ..... 10
Illusion ..... 11
Necromancy ..... 12
Transmutation ..... 12
Arcane Archetypes ..... 13
Blaster ..... 13
Booster ..... 15
Controller ..... 16
Generalist ..... 18
Necromaster ..... 20
Sniper ..... 22
Spy ..... 23
Strategist ..... 25
Summoner ..... 26
Warrior ..... 28
Filling the Gap ..... 30

**2: Character Options** ..... 31
Alternative Class Features ..... 31
Arcane Hunter ..... 32
Arcane Stunt ..... 32
Armored Mage ..... 32
Curse Breaker ..... 33
Divine Counterspell ..... 33
Divine Magician ..... 33
Elemental Companion ..... 33
Focused Specialist ..... 34
Soulwarp Strike ..... 34
Spell Reflection ..... 35
Spell Sense ..... 35
Spellbreaker Song ..... 35
Stalwart Sorcerer ..... 35
Feats ..... 36
Heritage Feats ..... 36
Reserve Feats ..... 36
Tactical Feats ..... 37
Feat Descriptions ..... 37
Acidic Splatter ..... 37
Alacritous Cogitation ..... 37
Aquatic Breath ..... 39
Battlecaster Defense ..... 39
Battlecaster Offense ..... 40
Blade of Force ..... 40
Borne Aloft ..... 40
Captivating Melody ..... 40
Clap of Thunder ..... 40
Cloudy Conjuration ..... 40
Clutch of Earth ..... 40
Dazzling Illusion ..... 41
Defending Spirit ..... 41
Delay Potion ..... 41
Dimensional Jaunt ..... 41
Dimensional Reach ..... 41
Drowning Glance ..... 41
Elemental Adept ..... 42
Energy Abjuration ..... 42
Energy Gestalt ..... 42
Face-Changer ..... 42
Favored Magic Foe ..... 42
Fearsome Necromancy ..... 42
Fey Heritage ..... 43
Fey Legacy ..... 43
Fey Power ..... 43
Fey Presence ..... 43
Fey Skin ..... 43
Fiendish Heritage ..... 43
Fiendish Legacy ..... 43
Fiendish Power ..... 43
Fiendish Presence ..... 43
Fiendish Resistance ..... 43
Fiery Burst ..... 43
Hasty Spirit ..... 44
Hurricane Breath ..... 44
Insightful Divination ..... 44
Invisible Needle ..... 44
Magic Device Attunement ..... 44
Magic Disruption ..... 44
Magic Sensitive ..... 44
Master of Undeath ..... 44
Melodic Casting ..... 44
Metamagic School Focus ..... 45
Metamagic Spell Trigger ..... 45
Metamagic Vigor ..... 45
Minor Shapeshift ..... 45
Mystic Backlash ..... 45
Piercing Evocation ..... 46
Ranged Recall ..... 46
Rapid Metamagic ..... 46
Residual Magic ..... 46
Retributive Spell ..... 47
Shadow Veil ..... 47
Sickening Grasp ..... 47
Somatic Weaponry ..... 47
Storm Bolt ..... 47
Summon Elemental ..... 47
Sunlight Eyes ..... 48
Touch of Distraction ..... 48
Toughening Transmutation ..... 48
Unsettling Enchantment ..... 48
Vengeful Spirit ..... 48
Wind-Guided Arrows ..... 48
Winter's Blast ..... 48

**3: Prestige Classes** ..... 49
Abjurant Champion ..... 50
Eldritch Disciple ..... 53
Eldritch Theurge ..... 57
Enlightened Spirit ..... 60
Holy Scourge ..... 64
Lyric Thaumaturge ..... 67
Master Specialist ..... 70
Nightmare Spinner ..... 74
Ultimate Magus ..... 77
Unseen Seer ..... 81
Wild Soul ..... 84

**4: Spells and Invocations** ..... 89
Spell Lists ..... 89
New Assassin Spells ..... 89
New Bard Spells ..... 90
New Cleric Spells ..... 90
New Druid Spells ..... 91
New Hexblade Spells ..... 92
New Paladin Spell ..... 92
New Ranger Spells ..... 92
New Sorcerer/Wizard Spells ..... 92
New Wu Jen Spells ..... 94
Spell Descriptions ..... 95
New Warlock Invocations ..... 122
Invocation Descriptions ..... 123

**5: Arcane Items** ..... 125
Magic Items ..... 125
Rings ..... 126
Rods ..... 127
Staffs ..... 130
Wondrous Items ..... 132
Alchemical Items ..... 134
Optional Material Components ..... **135**

**6: Arcane Adventures** ..... 137
What Are Arcane Adventures? ..... 137
Arcane Adventure Themes ..... 137
One Hundred Adventure Ideas ..... 138
Magical Locations as Treasure ..... 141
Placing Magical Locations ..... 142
Nature of Magical Locations ..... 142
Location Descriptions ..... 142
Bigby's Tomb ..... 143
Boccob's Reading Room ..... 145
Boneyard ..... 146
Cloudseat ..... 147
Crypt of Wee Jas ..... 148
Dragonsblood Pool ..... 149
Eternal Vortex ..... 150
Metamagic Storm ..... 151
Rainbow Falls ..... 152
Shieldstone Cavern ..... 153
Soulheart Pool ..... 154
Vale of Smoke and Fog ..... 155
Worldmeet Glade ..... 156


**Sidebars**


Swift and Immediate Actions ..... 4
Arcane Groups ..... 30
A Wizard Describes Preparing a Spell ..... 34
Using Reserve Feats ..... 36
A Rogue Survives a Phantasmal Strangler Spell ..... 46
The Polymorph Subschool ..... 91
Behind the Curtain: Magical Locations as Treasure ..... 141
Bigby's Slapping Hand ..... 144

# Introduction

Welcome to *Complete Mage*, a rules supplement for the Dungeons & Dragons® game.

This book is a resource for players, expanding greatly on their options for arcane magic, detailing the methods and techniques by which that magic functions, and even opening up the use of arcane effects by traditionally nonspellcasting characters.

In addition, Dungeon Masters can use it to build more interesting NPCs and challenges, to design adventures around arcane themes, and to sprinkle the various viewpoints of arcane magic throughout an entire campaign setting.

## WHAT'S IN THIS BOOK

*Complete Mage* contains information for players and DMs, and most of its contents are applicable to both.

**Fundamentals (Chapter 1):** This chapter *is* a treatise on arcane magic. Where does it come from? Why does it work the way it does? What does it mean to be an arcane caster? This chapter strives to answer these questions, and to expand a DM's setting as it does so. Players will find material here that enables their characters to portray true students of the mystic arts, well studied in all the major secrets of arcana. It also includes tips and tactics for playing a wide range of arcane characters.

**Character Options (Chapter 2):** New insight into arcane magic is far more useful when the players have new options with which to exercise that advantage. A wide range of feats aimed at arcane spellcasters fills most of the chapter. Heritage feats give your arcanist character an interesting origin story, while reserve feats allow a spellcaster to extend his power over a series of encounters.

In addition to feats, this chapter includes several arcane-themed alternative class features (a concept introduced in *Player's Handbook* II). These options allow members of other classes to get a taste of what it's like to be an arcanist without sacrificing their core identity.

**Prestige Classes (Chapter 3):** Every mage yearns to bring his own spin to arcane magic, and the eleven new prestige classes in this chapter provide a wide range of options for arcane spellcasters. Every one of these classes showcases a certain aspect of arcane magic, from the traditional (the master specialist) to the outright unusual (the enlightened soul, a warlock whose powers derive from celestial sources rather than infernal ones).

**Spells and Invocations (Chapter 4):** This chapter offers a large number of new spells for arcane casters, as well as new invocations for the warlock. These spells and invocations add new elements of utility, new combat options, and new techniques. Many of the spells are designed to open up new tactical combinations, to combine elements of two other spells into one effect, or to provide lower-level versions of high-level spells that might not see frequent use in play.

**Arcane Items (Chapter 5):** Containing new options for players and DMs, this chapter focuses on items that expand on the precepts put forth elsewhere in *Complete Mage*. The rings, rods, staffs, and optional spell components provide new capabilities for spellcasting characters, while the alchemical items and many of the wondrous items herein make arcane effects available to noncasting characters.

**Arcane Adventures (Chapter 6):** The only DM-specific part of the book, this chapter discusses how to design adventures around an arcane theme. It provides sample adventure ideas and magical locations—including maps—for use in almost any adventure or campaign.

## WHAT YOU NEED TO PLAY

*Complete Mage* updates and expands upon material found in the *Players Handbook* (PH), the *Dungeon Master's Guide* (DMG), *Monster Manual* (MM), and *Complete Arcane*. Although you can benefit from much of this material even if you don't have *Complete Arcane*, that book *is* necessary to make full use of *Complete Mage* and to take full advantage of the new options and mechanics presented herein.

In statistics blocks, spell lists, and other places throughout the book, an asterisk (*) denotes a new game feature described elsewhere in *Complete Mage*. In running text, each mention of a new game feature is accompanied by a page reference. Finally, the superscript notation CA in statistics blocks signifies a game feature found in *Complete Arcane*.

## SWIFT AND IMMEDIATE ACTIONS

Previous D&D game supplements have made use of two kinds of actions not described in the core rulebooks—the swift action and the immediate action. Some of the class features, feats, spells, and items in *Complete Mage* use these concepts.

**Swift Action:** A swift action takes a small amount of time but represents a larger expenditure of effort than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. However, you can perform only one swift action per turn, regardless of other actions you take.

Casting a quickened spell is a swift action. In addition, casting any spell with a casting time of 1 swift action (such as *battlecry;* see page 96) is a swift action. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

**Immediate Action:** An immediate action takes a very small amount of time but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and doing so counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

## THE NATURE OF MAGIC

What is magic? That question has vexed sages and philosophers for centuries. Even people who wield the mightiest spells seem reluctant to give a simple answer. For purposes of this book, magic entails forces or phenomena that somehow transcend the natural laws that govern the world. Magic works its wonders without any discernible physical cause and often without any rational explanation. A character working magic taps into some kind of mysterious power source and shapes it into a chosen manner of effect, force, or energy that the magic wielder finds useful.

Most scholars agree that this power source is unrefined magic, which is present in the universe in the same way that ordinary matter is present. Magic is simply one element in the combination of things that make up what mortals know as reality. You can find matter almost everywhere you look in the universe. (Some scholars contend that even the voids of interplanetary space and the Astral Plane hold infinitesimal bits of matter, too small to see or feel, but present nevertheless.) Magic, too, infuses the universe, though most beings remain unaware of its invisible presence.

Unrefined magic cannot be seen, felt, tasted, smelled, or heard. Unrefined magic is best described as the potential for the incredible that is inherent in the universe. Most magical practitioners admit that they cannot sense unrefined magic in any way (experts in the field regard those who claim otherwise as eccentrics). Rather, practitioners open their minds or spirits to the *possibility* of magic.

Once they have achieved the correct mental or spiritual states, practitioners become intuitively aware of their magical potential. A variety of sensations might accompany this awareness. Practitioners report a surge of confidence, a tingle of raw power, or an impression of potent harmonics. Some perceive the harmonics as chords of unearthly music, while others describe the same phenomenon as tremors rippling through their limbs and organs. However magic is perceived, the mere fact of that sensitivity indicates the individual's potential to shape it into a desired form.

## WIELDING MAGIC

Every sentient creature is born with some potential to work magic, at least in a limited way. Even those incapable of learning the simplest spell can, with practice, learn to mimic the power of a spellcaster by way of various magic items. Serious students of magic, however, scoff at the suggestion that those who merely learn to trick magic items with the Use Magic Device skill are true practitioners of magic. After all, the skill merely allows characters to trigger magical effects from items through a combination of blind luck and force of personality. Someone else—a true practitioner—has already performed the truly difficult task of shaping and binding raw magic into the item.

## ARCANE MAGIC

Magical practitioners must learn to work their magic through spells if they don't wish to rely on magic items that someone else already has made. Some creatures have a natural talent for casting arcane spells (dragons and nagas, for example), but even these creatures need practice and training to perfect their talents and a little time each day to focus themselves and enable their spellcasting for the day.

For a wizard or similar arcanist, the initial period of preparation represents the spell's lengthiest and most complex element. Preparing a spell involves drawing in unrefined magic and molding it into a specific magical effect that the practitioner understands and can control. For all practical purposes, preparing a spell is the first step in casting it. The act of preparing a spell does not expend any part of a caster's daily magical potential, but it earmarks a measure of that potential for a particular spell.

A rapidly growing number of individuals, however, master arcane practices that ignore the act of spell preparation. These characters instead focus their talent in learning a narrow range of spells, comprising a limited scope of effects. Instead of spending long hours poring over spellbooks, these casters need mere minutes each day to ready their magical potential. One can't help wondering if this represents merely a passing fad or an evolutionary "sea change" in arcane magic as a whole.

Whether prepared or merely readied, a spell remains with the caster as magical potential until the caster chooses to trigger, or *cast*, the spell. Such an act typically requires a variety of physical props (components), ranging from a mystical phrase or gesture to an expensive or rare substance required to unleash the magic.

But why so many components? Although arcanists have historically claimed that these incantations and magic powders are akin to keys—necessary to unlock the final effect of a spell—another, new theory has begun to gain ground among younger researchers. These energetic sages assert that components aren't keys, but rather locks—suggesting that even the most learned of arcanists don't fully control their own powers, and that components are necessary instruments to keep the spells in check. Whether these locks were placed by the deities themselves or are simply such an old convention that no one today questions their utility is anyone's guess.

## ARCANE VERSUS DIVINE

All spells share the characteristics discussed earlier, but all spells aren't alike. To the layperson, there's not much difference between the spells wielded by a wizard and those cast by a cleric. To the student of magic, however, profound differences abound.

Divine spellcasters draw their magical power through a specific source that serves as both a conduit and a filter. As the name suggests, the source has a divine nature, whether a deity, a whole pantheon of gods, or merely a powerful cause or ideal. Regardless of the actual source, divine magic is intensely personal and comes to the user through devotion to a concept such as law, war, or truth, or to some aspect of the universe, such as nature. Put simply, to a divine spellcaster magic is a matter of faith, not learning.

Interestingly, the source of the magic seems to have little or no impact on the resulting effect. The *protection from evil* spell cast by a cleric functions identically to that cast by a sorcerer, even though each caster would claim that his spell results from a different power.

This isn't to say that arcane and divine magic have no differences, but rather that the differences appear in flavor instead of effect. The mystical gestures required by divine spells tend to be less expansive and complicated than those of their arcane counterparts, but no compelling theory explains why. Those who hold to the "component as lock" theory (mentioned above) suggest that divine casters need fewer innate restrictions on their spells, since a higher power has already entrusted them with the effect.

For a divine spellcaster, preparing a spell is mostly a matter of the spirit. The spellcaster prays or meditates, entreating the divine source to provide power for the spell. Arcane spellcasters, on the other hand, see preparing a spell as an intellectual exercise. The arcane spellcaster ponders the spell's intricacies and builds it within his mind, piece by piece.

Divine casters must also obey certain strictures on their use of magic, varying from limited access to spell preparation (typically to a particular time of day associated with the source) to outright restrictions (such as the inability to use spells opposed to their alignment). Rare is the divine spellcaster who doesn't have to deal with at least one quirk that an arcane caster might find quaint or even outright annoying. Curiously, one arcane caster—the wu jen—shares a similar stricture in the form of taboos. This similarity suggests that the origins of the wu jen's magical talents might lie closer to the province of the divine than commonly accepted.

Despite the different methods arcane and divine casters use to prepare and cast their spells, it's worth remembering that both groups ultimately tap the same source of magical power. Once a spell has been cast, it's effectively impossible to tell whether it is arcane or divine. If an observer actually witnesses the casting, the spell's components might give a clue to the spell's nature; for example, divine spells typically employ a holy symbol as a focus for the spell. Otherwise, nothing distinguishes an arcane spell effect from a divine spell effect.

## ARCANE VERSUS INNATE

Some creatures are born with the capacity to work genuine magic, just like some creatures have the power of flight or the ability to breathe water. Such creatures have no explainable awareness of how they actually manage their magical talents.

They have no special ability to sense magic, and they don't do anything special to work their magic beyond willing their magical tricks to happen. Such creatures seem to function as self-filling vessels for magical power. They naturally collect magical potential and release it with a thought.

This magical potential doesn't seem to have any clear link either to arcane magic or to divine magic, though it creates results similar or identical to those arising from spells. A glabrezu's *dispel magic* ability functions like the same spell cast by a wizard or cleric (hence the term "spell-like").

A few magical theorists even claim that the "spells" of a sorcerer or a dragon have more in common with the spell-like abilities of warlocks and various other creatures than with the spells of a wizard. These individuals suggest that an entire third category of magic (called, for lack of a better term, "innate" magic) would better describe those who wield magic without relying on either traditional learning or a divine source. So far, this theory has gained little traction among traditional sages.

### The Origins of the Warlock

Though the warlock is described as an arcane character, his powers function very differently from those of the various arcane spellcasters in D&D. Although the end result of a *breath of the night* invocation might be largely indistinguishable from a *fog cloud* spell, a warlock channels his magic in a way that the average wizard or sorcerer can only dream of accomplishing. Warlocks typically claim that this proficiency with magic comes from their bloodline—or, in some cases, from a pact made with powerful entities that permanently changes the individual's interactions with the supernatural.

The common stereotype associated with warlocks is that they all derive their powers from a fiendish heritage. In truth, while they might be the most visible and well-known examples, fiendish warlocks make up only a thin majority of all those who use invocations. Some theorists even hold that the category of arcanists known as "warlocks" actually encompasses a wider range of power sources and mindsets than commonly believed, and that further study will reveal the multitude of archetypes hiding behind the label of warlock.

A brief discussion of the various known entities capable of granting the warlock his powers follows.

**Devils:** The infernal denizens of the Nine Hells of Baator are the undisputed masters of crafting power-driven bargains with mortals, so it should come as no surprise that the iconic warlock is a result of such a deal. No other creatures take as much pleasure from corrupting mortals with dark powers, and the sheer number of devils who traffic in such pacts would send a chill down the spine of the staunchest paladin. From ambitious horned devils and pit fiends to the greatest archdevils themselves, these masters of artifice and duplicity take pride in sowing evil throughout the land, and endowing warlocks with their power provides ample opportunity. Among the various lords of the Nine Hells, Dispater, Mammon, Belial, Mephistopheles, and the mighty Asmodeus most actively broker such accords. (These individuals and other devils are updated for the v.3.5 revision in *Fiendish Codex* II: *Tyrants of the Nine Hells.*)

Warlocks whose power comes from devils are most commonly lawful evil tyrants, though rebellious chaotic exceptions exist.

**Demons:** Perhaps surprisingly, few demonic powers are responsible for the pacts that create warlocks. As any planar scholar would tell you, demons fixate on rampant destruction over planned corruption, which means that most don't have the interest (or talent) required to broker such deals. The mightiest of the common demons, such as the mariliths and balors, only rarely take the time to instill such power, and a bare few of the so-called demon princes are so inclined. The best known of these is Graz'zt the Dark Prince (whom most agree resembles an archdevil in his cunning and guile). Mighty demons prefer to bestow their favor upon bloody cults of mad followers rather than reward a single individual with great power—after all, such an individual might easily become a threat to the demon prince's own rulership of his realm. The various demon princes are updated for the v.3.5 revision in *Fiendish Codex* I: *Hordes of the Abyss.*)

*Just as magic can strike, so can it shield*

Warlocks whose power derives from demonkind are most commonly chaotic evil and tend toward savage brutality.

**Fey:** A growing number of warlocks draw their power from the mystical realm of faerie. Fey have always enjoyed a special link to the wild magical energy that suffuses the natural world, and most sages agree that mortals—even the long-lived elves—can't begin to comprehend the sheer untapped potential that rests within faeriekind. The rare fey that interact with human folk represent only the tip of the iceberg. True fey are more terrible and beautiful than mortal eyes can bear to perceive. Legends of rival courts of fey—one light and one dark—have persisted for ages, though the fey themselves don't share details. The increase in mortals who wield fey-given power, however, suggests that the realm of faerie might be awakening from a long slumber. Woe to those who underestimate the effect of this development on the mortal realm.

A feyblooded warlock is equally likely to be a well-meaning chaotic good, an unpredictable chaotic neutral, or a coldly malevolent neutral evil individual. Few have the discipline for a lawful evil bent, and most don't share the savage outlook common to chaotic evil.

**Slaadi:** As beings of pure chaos unconcerned with matters of morality, few slaadi care enough to make pacts with mortals. Some of the most potent of them, however, such as the mightiest of the death slaadi, occasionally empower warlocks for their own unfathomable reasons.

Warlocks whose powers derive from the slaadi can be of any alignment, but most are chaotic.

**Celestials:** The mere suggestion that the paragons of virtue would grant such dark powers to mortals seems at first to be unworthy of discussion. However, some particularly wild or chaotic celestials, such as the eladrins, share more in common with the fey than with the archons or angels. Is it so inconceivable that the mighty denizens of the Court of Stars (the eladrin lords detailed in *Book of Exalted Deeds*) might see fit to share some fragment of their power with charismatic mortals?

A warlock who has celestial power to thank for his invocations is most likely to be chaotic good, though such power has also been known to corrupt even the most well-meaning soul. For another take on a celestial-themed warlock, see the enlightened spirit prestige class (page 60).

Regardless of the source of his talent, the warlock might represent a heretofore "missing link" between arcane magic and innate magic—a link in the great chain that spans the distance between the racial abilities of the dragon, archon, fey, or devil and the learned abilities of the wizard. Only time will tell if these strange individuals are destined to remain exceptions to the general rules of magic, or if they presage a growing tide of characters who wield power through their bloodline.

## SPELL SCHOOLS

The uncertainties surrounding magic haven't stopped magical practitioners from promulgating various theories and systems for its use. Perhaps the most successful of these concepts is the system of schools of magic relied on by wizards.

Schools don't explain exactly how magic works, and they don't contain any rules or laws for working magic. Instead, schools provide labels that fit the facts various scholars and practitioners have observed about magic over the years.

Wizards have identified eight schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Each school describes a group of magical effects that achieve similar results and that can be brought into being using spells that have been structured in similar ways. Characters who grasp the concept of spell schools maintain a way of thinking about magic that helps them achieve the proper frame of mind for working arcane spells.

Spell schools, and the techniques associated with them, have proved such effective classifications that spellcasters of all kinds have adopted the terms and methods associated with schools to sharpen their own understanding of magic and to focus their research into new spells. The *detect magic* spell is just one example that proves the usefulness of the concept of spell schools. The spell reveals magical auras, and anyone with even a basic understanding of spell schools can examine an aura and determine exactly what the aura's school is, regardless of the original source of the aura. A magical aura reflects what the magic is actually accomplishing, not where it comes from. A trained observer can study an aura's characteristics and relate them to one of the eight schools.

School classifications are useful for more than talking or thinking about spells. The Spell Focus feat allows any spellcaster (not just a wizard) to develop a knack for casting effective spells from a single school.

Schools aren't the only method for understanding and working arcane magic, just the most successful one. Other approaches can prove just as effective, at least for some arcanists. Warlocks, for example, are classified as users of arcane magic (because they don't rely on a deity or ethos for their magical power), but they don't work their magic within the framework that schools have defined.

### SCHOOL SPECIALIZATION

Wizards understand the school approach to arcane magic so well that they can use a single school as the focal point for their magical efforts. Doing this is commonly known as specializing in a school. When a wizard chooses one school as a specialty, he must also choose two prohibited schools (except for divination specialists, who must choose only one prohibited school). Wizards cannot prepare or cast spells from their prohibited schools, nor can they read spells from their prohibited schools from scrolls or release spell effects from their prohibited schools if the item is activated with a spell trigger.

A few scholars maintain that some schools naturally oppose each other; however, few wizards believe this is truly so. In fact, a school specialist can choose any two prohibited schools. Specialists must choose prohibited schools for the simple reason that opting for a specialty doesn't leave them enough time or energy to learn spells from all the schools.

Still, rivalries between students of particular schools have arisen over the years, and certain schools appeal more to some practitioners than to others. Here's a quick look at each school and its typical practitioners.

## ABJURATION

By its nature, an abjuration spell interferes with something else. Whether it blocks, banishes, protects, or rescues, an abjuration spell is dedicated to preventing or ending some other event or effect.

Specialists in this school call themselves abjurers, and they subscribe to the philosophy that an ounce of prevention is worth a pound of cure. The school's detractors refer to abjuration derisively as the school of denial or even the school of undoing, but abjurers contend that the power to unmake something (particularly another magical effect) represents the ultimate power over that thing. By extension, then, they hold abjuration as the most powerful school of magic.

The existence of abjuration spells reflects the universe's desire for equilibrium, the school's devotees claim. For every object, force, or effect, there exists a source of opposition that negates it. Those who reject this theory claim simply that abjuration spells result from long magical research driven by the desire to resist (or reverse) change. Abjurations aren't about universal balance; they're just about maintaining the status quo.

Philosophically, abjurers are most likely to come into conflict with illusionists. After all, abjuration deals with real forces, not ephemeral tricks and facades. Since many abjuration spells deal with protecting or ending harmful ongoing effects, abjurers tend to be natural rivals of enchanters (whose magic depends on such effects). Evokers, with their love of loud and flashy magic, also rub abjurers the wrong way.

**Personality:** Abjurers like to solve problems, and they try to be ready for any situation that might arise. As an abjurer, you might exhibit any or all of the following personality traits.

You have to get the last word in any discussion or argument.

You are annoyed by outside forces (people, events, the weather) interfering with your personal life or goals.

You value your personal safety above all other concerns.

You abhor ostentatious displays (whether of magic or anything else).

**Prohibited Schools:** As an abjurer, you can most afford to give up the school of illusion. Although the illusion school has many useful defenses, you prefer abjuration's real protections to the deceptions of illusion. Beyond that, both enchantment and necromancy represent acceptable losses for the abjurer. These schools' spells deal with only a limited range of foes or circumstances, which is contrary to the typical abjurer's attitude.

## CONJURATION

A conjuration spell creates or summons a real object or creature. The effect could appear in the spellcaster's hand, arrive from another plane of existence, or take shape in front of him.

Specialists in this school call themselves conjurers, and they subscribe to the philosophy that two birds in the hand are worth four in the bush. Critics of the conjuration school deride this discipline as outright theft and enslavement, but conjurers feel that the objects they materialize and the creatures they summon are composed of latent energy waiting to be formed by their will. They like to imagine that through spellcasting, they take control of the fundamental material of reality.

Conjurers believe that their spells are drawn from the leftover energy that created the universe. As such, their spells do not steal from the world around them, but instead draw from an ever-expanding force of creation that is still spawning life in its wake. Those who oppose this theory accuse conjurers of weakening the fabric of reality, slowly draining off imperceptible amounts of matter to fuel their spells.

Philosophically, conjurers stand in opposition to the school of evocation, which focuses on creating something from nothing. Conjurers find evocation spells superficial and devoid of possibility, since they lack meaningful substance. Other conjurers consider enchantment spells too limited and unreliable for regular use. Likewise, conjurers regard illusion spells as distasteful, preferring to work only with what is real.

**Personality:** Conjurers take charge of the world around them, trusting only in tools they can touch, taste, or smell.

As a conjurer, you might exhibit any or all of the following personality traits.

You are naturally bossy and tell people what to do before earning their respect.

You are parentally minded toward your companions.

You have little patience for uncultured or uneducated people who disagree with your ideas.

You prefer the company of your summoned creatures over your living companions.

**Prohibited Schools:** As a conjurer, you have no difficulty giving up the school of enchantment. You prefer to summon creatures that you can count on entirely, rather than ensnaring a creature that must then be manipulated. Illusion and transmutation are similarly perceived as a waste of time, when an actual creature or object can reliably serve the same purpose. Thanks to the offensive power provided by your own specialty, you can even afford to give up the "bang" of evocation spells.

## DIVINATION

A divination spell detects and reveals veiled information. The effect could disclose hidden traps, expose well-told lies, or foil enemy plans.

Specialists in this school call themselves diviners, and they subscribe to the philosophy that you must know all the players at the table to win the game. Those who oppose the divination school argue that its teachings are voyeuristic and complain about the loss of privacy, but diviners contend that people who protest the loudest usually have the most to hide. Diviners see themselves as seekers of truth, even while they keep the most powerful secrets to themselves.

Diviners feel that their very existence epitomizes the never-ending search for knowledge. Diviners justify their chosen path of magic by claiming that if all things in the universe were known, divination magic would cease to exist. Detractors of this theory claim that diviners are destructive to the

underlying nature of magic, because the more mysteries that diviners unravel, the less magic can grow in the world.

Philosophically, diviners categorically oppose the school of abjuration, because abjurers are the most successful at blocking their spells. The school of illusion is similarly irksome to diviners in search of the truth, often misleading their efforts. Transmutation can be troublesome to diviners as well, since magical disguises have been known to fool even the most skilled scryers.

**Personality:** Diviners are creatures of intense curiosity who are driven to learn everything about their surroundings.

As a diviner, you might exhibit any or all of the following personality traits.

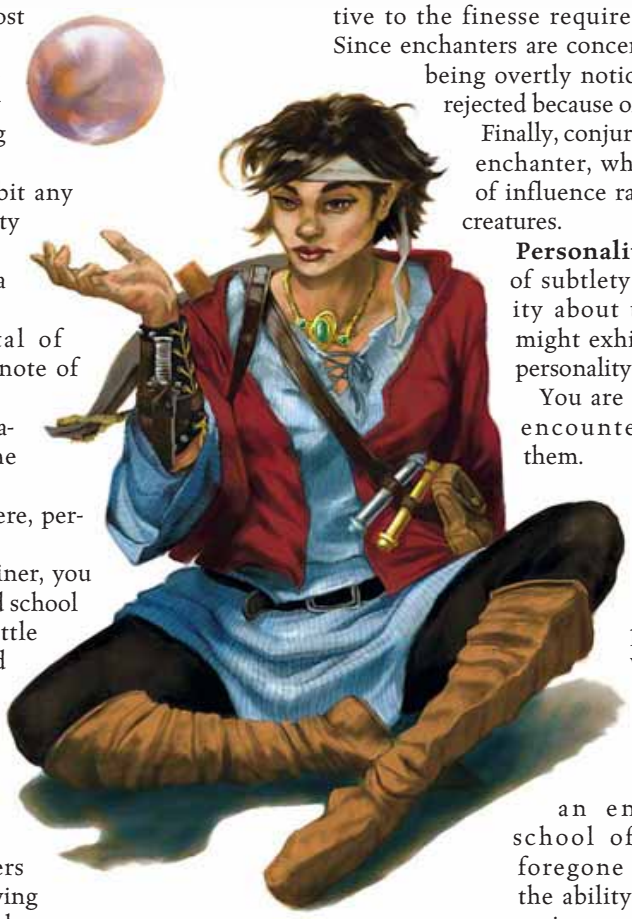
You are a good listener with a highly analytical mind.

You are quietly judgmental of everybody around you, taking note of their flaws and vulnerabilities.

You dislike charging into situations unless you have ample time to formulate a plan.

You see conspiracies everywhere, perhaps even where none exist.

**Prohibited Schools:** As a diviner, you only need to select one prohibited school of magic. Necromancy holds little interest for you, since the dead keep few secrets. Abjuration represents your philosophical shadow, but you crave proficiency with the same spells that obscure your efforts. You are indifferent about giving up the school of illusion, since diviners see the potential in deceiving scrying sensors rather than blocking them (which proclaims that something is be ing hidden).



*An enchanter favors subtlety over ostentatious displays*

## ENCHANTMENT

Enchantment spells focus on tricking the mind. They effectively manipulate emotions, perceptions, and even thoughts, penetrating the most vulnerable parts of a creature's being.

Specialists in this school call themselves enchanters, and they subscribe to the philosophy that your most valued friends are those you make. Those who disparage the enchantment school reject its ways as a perversion of free will, but enchanters usually win them over, much to the surprise of anybody who knew the outspoken parties before their change of mind. For an enchanter, controlling the actions of another creature, particularly an influential one, is akin to guiding fate.

Enchanters regard domination of the mind as the ultimate form of magical power. They realize that their field of magic won't change day to night, but it can alter the course of history, which is far more enduring. Those strong enough to resist such mental coercion might speak against the social corruption an enchanter can seed into a community. The enchanter blithely agrees, all the while manipulating politics to secure his position of influence.

Philosophically, enchanters oppose the evocation school. The blunt nature of evocation spells is counterproductive to the finesse required by their clandestine spells. Since enchanters are concerned with blending in without being overtly noticed, necromancy is summarily rejected because of the stigma it attracts.

Finally, conjuration serves little purpose to the enchanter, who prefers to command people of influence rather than mindless soldierlike creatures.

**Personality:** Enchanters are characters of subtlety who have an air of superiority about them. As an enchanter, you might exhibit any or all of the following personality traits.

You are a pacifist who defuses violent encounters rather than escalating them.

You are happiest working in the background where nobody suspects your handiwork.

You avoid flaunting your power but carry yourself with a quiet confidence.

You love conflict in all its forms and sow the seeds of chaos whenever possible.

**Prohibited Schools:** As an enchanter, giving up the school of necromancy is almost a foregone conclusion, since you lack the ability to affect undead minds. Evocation serves a purpose when you are actively engaged in magical battles, but enchanters would just as soon ensnare an evoker to do such work for them. Although conjuration offers legions of summoned creatures, enchanters prefer to manipulate their own pawns.

## EVOCATION

An evocation spell creates an effect out of thin air. The effect could blind its targets with searing light, immolate them with explosive fire, or shock them with electrical current.

Specialists in this school call themselves evokers, and they subscribe to the philosophy that the best defense is a strong offense. Those who oppose the school of evocation cite the collateral damage of these spells, but evokers are quick to assure any concerned party that their spells are either carefully timed or highly precise. In truth, evokers are almost fatalistically drawn to the limitless raw magical power of their spells, oblivious to the inherent danger.

Evokers see their school as a highly necessary one that focuses magic from its most turbulent and volatile state. Pure magical energy would, if left unchecked, deal far more damage to the world if evokers didn't regularly harness and release it in controlled amounts. Opponents of the school, who believe that evokers contribute to rather than diminish the chaotic state of raw magic and therefore destabilize magic for all spellcasters, dismiss this theory.

Philosophically, evokers are opposed to the school of conjuration, since that school focuses on creating lasting or tangible effects. Evokers regard the reality-based focus of conjurers as limited in its outlook, missing the wealth of opportunities that evocation creates. By extension, the school of enchantment warrants a delicate touch that is frequently lost on evokers. Abjuration magic tries to protect against evocation spells, but is usually considered just another hurdle to be overcome.

**Personality:** Evokers tend to be obstruction-removers who take a decidedly blunt approach. As an evoker, you might exhibit any or all of the following personality traits.

You are energetic and have a short attention span.

You are honest, open, and up front, holding nothing back when expressing yourself.

You prefer charging into unknown situations rather than planning for them.

You see conflict where none might exist, constantly looking for a fight.

**Prohibited Schools:** As an evoker, you usually divest yourself of the conjuration school, since summoned creatures would only get in the way of your favorite spells. Enchantment holds little appeal, since charming a creature to do your bidding is far less efficient than doing it yourself. Illusion spells, while capable of creating dramatic effects, require more attention than an evoker is willing to spare, especially when a torrent of fire-and-forget evocation spells can save the day.

*An evoker kindly explains to a puzzled demon the difference between immunity and resistance*

## ILLUSION

An illusion spell creates a false impression that targets the senses. The effect could hide your presence, summon a target's greatest fear, or manifest a visage limited only by your creativity.

Specialists in this school call themselves illusionists, and they subscribe to the philosophy that reality is only what you make of it. Critics of the illusion school claim that its spells erode an earthly sense of stability, using smoke and mirrors to incite chaos and misdirection, but illusionists maintain that earthly stability has never really existed. They believe that reality is defined by observation, and they focus on changing individual perception as the supreme form of power.

Illusionists see reality as being in a state of imperceptible fluctuation, constantly changing based on how the unconscious minds of all sentient creatures perceive the world. Illusionists claim that they can modify this fluctuating reality, and so are in fact altering the world on a deeply subconscious level. Debunkers of this theory retort that illusionists are either more than a little insane or merely tricking people with light, since illusions you can't see are usually harmless.

Philosophically, the school of illusion is in conflict with abjuration, since abjuration negates illusion's ability to confound the mind.

Conjuration represents the diametric opposite of illusion, manifesting what is real and solid in the world, as opposed to what the illusionist calls into being. Similarly, evocation creates effects that are undeniably felt by all, regardless of whether the mind acknowledges them (although physical damage is pretty hard to ignore).

**Personality:** Illusionists are highly imaginative people who thrill in the magical deceptions they create. As an illusionist, you might exhibit any or all of the following personality traits.

You are exceedingly curious about people's fears and ask inappropriate personal questions about what scares them.

You are intensely private and never talk about yourself, using your illusions as a mask or veil over your personality.

You consider yourself superior to anybody your illusions can readily fool.

You regard your illusions as being more real than the world around you.

**Prohibited Schools:** As an illusionist, transmutation is a likely choice as one of your prohibited schools because a well-crafted illusion can serve the same purpose as an actual transformation. Necromancy is perhaps the next logical choice, since the schools have some overlap with spells that frighten their subject. Conjuration might also

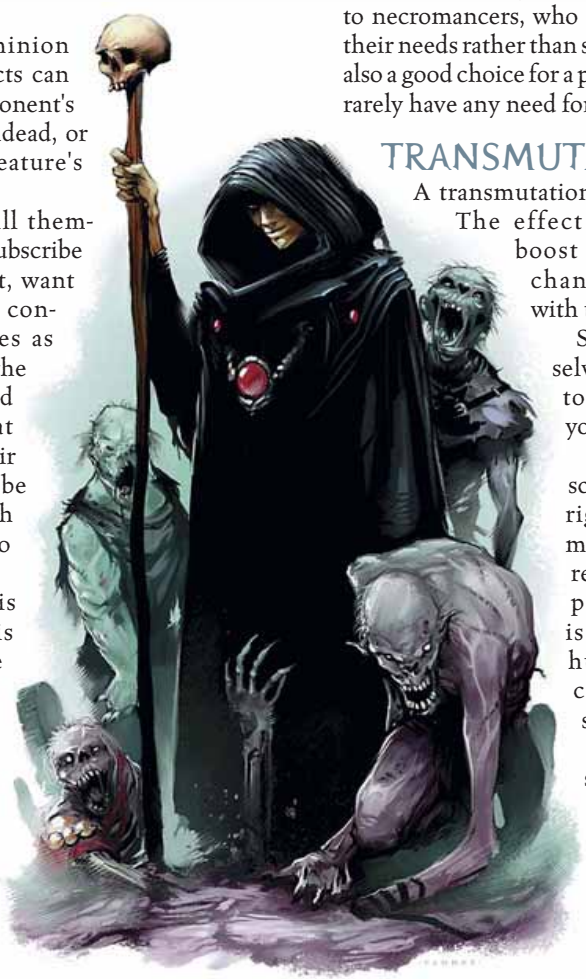
be chosen, although illusionists sometimes like to combine real objects and creatures with projected ones for maximum confusion.

## NECROMANCY

Necromancy spells hold dominion over life and death. Their effects can drain the stamina out of an opponent's body, exert control over the undead, or instill paralyzing fear in a creature's mind.

Specialists in this school call themselves necromancers, and they subscribe to the philosophy of waste not, want not. Detractors of the school condemn necromancers' practices as abhorrent and disrespectful to the dead, but necromancers defend their art on the premise that the dead care very little for their bodies, especially if they can be put to good use. Controlling such bodies, however, is secondary to controlling life.

To a necromancer, magic is based on the idea that life is an essential element in the universe—one that can be controlled and manipulated just as matter and energy can be. Necromancers believe that they hold the reins of life by surrounding themselves with undead creatures. People who challenge the necessity of this school claim that necromancy weakens the barriers between the dead and living realms, causing the two to encroach upon one another more each day.



*Undead are at the beck and call of a powerful necromancer*

Philosophically, necromancy is opposed to the school of enchantment, which claims supremacy over the mind.

Necromancy trumps the mind by claiming dominion over life. Necromancy also finds little in common with conjuration; while conjurers must create their own power by summoning and the like, necromancers work with whatever is on hand at the time.

**Personality:** Necromancers are introspective characters with a pragmatic approach to death. As a necromancer, you might exhibit any or all of the following personality traits.

You are heedless and insensitive toward the emotions of people about death.

You are hopeful and impatient as people die, seeing their bodies as useful material for your spells.

You are obsessed with your own mortality and crave immunity from death.

You brood instead of discussing or sharing your thoughts.

**Prohibited Schools:** As a necromancer, you are inclined to make illusion one of your prohibited schools, valuing permanent spell effects over mental tricks that can be disbelieved away. Conjuration largely serves a redundant purpose to necromancers, who call upon legions of undead to serve their needs rather than summoned monsters. Enchantment is also a good choice for a prohibited school, since necromancers rarely have any need for living servants.

## TRANSMUTATION

A transmutation spell modifies energy and matter. The effect could alter a creature's shape, boost mental or physical qualities, or change the way something interacts with the world.

Specialists in this school call themselves transmuters, and they subscribe to the philosophy that if life gives you an orange, make lemonade.

Adversaries of the transmutation school claim that only gods have the right to change creation, but transmuters feel that if something can be retasked to serve a more meaningful purpose, the amount of change is irrelevant. They claim that any hurdle, no matter how daunting, can be solved by changing it into something harmless.

Transmuters attribute the strength and variety of their spells to a belief that all things in the universe must inevitably change into something else. They merely accelerate that ongoing evolutionary momentum to suit their needs.

Those who deride this theory as romantic nonsense claim instead that transmutation places an unnecessary strain on the universe, because as objects are continually modified, new and unpredictable aberrations begin to take form of their own accord.

Philosophically, transmutation is opposed to the school of conjuration. Rather than working with existing materials, conjuration creates or summons new materials. Evocation is similar in this regard, in that both schools create effects instead of modifying what is on hand. Necromancy and transmutation are complementary schools, since both share the same view of using whatever is available. Whether alive, dead, or inanimate, the raw materials can be altered to become something more.

**Personality:** Transmuters are tinkerers at heart, never content to leave things as they are. As a transmuter, you might exhibit any or all of the following personality traits.

You are a troubleshooter who enjoys overcoming challenging obstacles.

You are a natural actor who assumes the role of any creature whose forms you take.

You have a frenetic curiosity about creatures you encounter, eager to broaden your knowledge of new forms and abilities.

You revel in appearing to be much less than you seem.

**Prohibited Schools:** As a transmuter, you readily relinquish illusion as one of your prohibited schools, since you focus on creating real changes rather than perceived ones. Conjuration can also be sacrificed comparatively painlessly, since transmuters choose to replicate the abilities of objects and creatures instead of summoning creatures with those abilities. Evocation, despite being philosophically opposed to transmutation, is considered an asset, shoring up the transmuters effectiveness.

## ARCANE ARCHETYPES

The wide range of spells and class features available to the various arcane spellcasters makes them highly versatile characters. Indeed, magicians portrayed in legend and popular fiction vary in focus as much as—or even more than—any other type of fantasy character.

This innate flexibility allows an arcane spellcaster to fill a wide variety of roles within an adventuring party. Described below are several arcane spellcaster archetypes, along with suggestions for building each one into an effective character.

Of course, not every spellcaster fits neatly into one of the following archetypes. A character can easily combine two or more compatible archetypes to create an entirely new role. For example, a booster who prefers to take the battle to the enemy personally might also be a warrior. Many blasters like to keep a few sniper spells in reserve (and vice versa), and the strategist who also packs some blaster effects can achieve total control of the battlefield.

### BLASTER

The choice of targets is usually made for you, determined entirely by how many opponents are in the closest proximity to each other. As a blaster, you are the anchor of an adventuring party. Although you shine against large numbers of weak opponents, your most important role is to soften up the enemy so that your companions can swoop in and defeat them that much easier.

**Personality:** Although it might be easy to pigeonhole a blaster as blunt in his outlook, he is actually more attentive than people think. In point of fact, he must be. A blaster would otherwise find himself ostracized by any adventuring party or organization, no matter how much it needed his services. First and foremost, a successful blaster takes care to avoid injuring his comrades with the spells he casts. For this reason, blasters train themselves to be as observant as possible. They do not simply monitor their enemies, but keep track of their allies as well. A grandstanding blaster is either supremely talented at calculating spell angles, diameters, and radii, or he is heedless of where his spells land. Adventurers who find themselves in a party with a careless blaster don't need any additional enemies with him on their side.

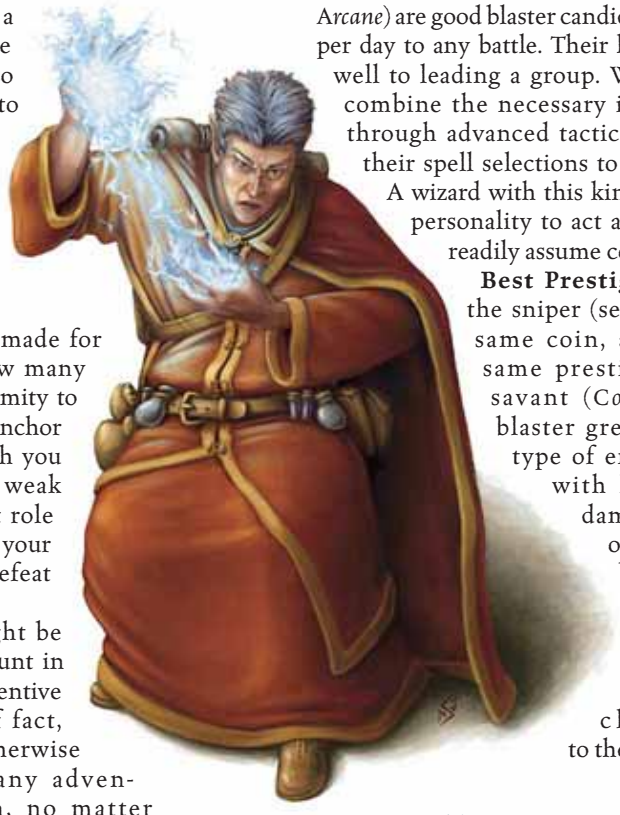
**Strengths:** Blasters make terrific battlefield leaders. They endeavor to remain constantly aware of where everybody is situated to best apply their spells for maximum effect. It is not uncommon for a blaster to issue commands to his allies during a conflict to more efficiently organize their efforts and keep them out of harm's way. By doing so, a blaster can well and truly open fire, especially if his teammates have developed tactics for corralling the enemy into congested groups (where a well-timed *fireball* can then be detonated).

Against an advancing army of soldiers, a blaster is completely in his element.

**Weaknesses:** For the same reason that a blaster is a boon to any group of adventurers, he can also become a detriment. A disorganized party that fails to coordinate with its blaster either ends up injured by an errant spell, or the blaster has to voluntarily rein himself in, effectively taking himself out of the fight for fear of inadvertently injuring a comrade. Neither scenario is desirable, since they both force a blaster to tiptoe around his untapped potential.

**Best Classes:** Both sorcerers and warmages (*Complete Arcane*) are good blaster candidates, bringing a wealth of spells per day to any battle. Their high Charisma also lends itself well to leading a group. Wizards (particularly evokers) combine the necessary intellect to guide their party through advanced tactics and the ability to fine-tune their spell selections to the group's immediate needs. A wizard with this kind of talent might not have the personality to act as the party leader, but he can readily assume control in the heat of battle.

**Best Prestige Classes:** The blaster and the sniper (see below) are two sides of the same coin, and they benefit from the same prestige classes. The elemental savant (*Complete Arcane*) grants the blaster great control over a particular type of energy, which meshes nicely with his preference for dealing damage. The archmage's master of shaping class feature can be exceedingly useful to any blaster. Blasters with a more unpredictable bent might find the wild mage prestige class (*Complete Arcane*) to their liking.



*The blaster is the anchor of an adventuring party*

**Best Feats:** These feats help augment a blaster in his chosen role and are strongly recommended.

*Empower Spell/Maximize Spell:* These are always good feat options to ensure that the damage dealt by your spells is thoroughly felt.

*Energy Substitution* (*Complete Arcane*): This is an excellent metamagic feat for sorcerers and wizards, enabling them to change the energy type of their favorite damaging spells without using up a higher-level spell slot. It essentially gives these classes some of the damage variety that warmages enjoy, allowing sorcerers in particular to make better spells known choices.

*Explosive Spell* (*Complete Arcane*): A great feat that allows you to deal even more collateral damage to your opponents. In addition to the effect caused by a burst, cone, cylinder, or line spell, this feat propels the bodies of your enemies into the air, dealing additional bludgeoning damage to them upon landing, while also leaving them in a prone state. Be careful using this feat when your allies border the spell effect, since they might collide with the ejected bodies.

*Sculpt Spell* (*Complete Arcane*): This feat allows you to alter the area of any spell and even lets you create four isolated 10-foot cubes anywhere within range of your spell, giving you the rare freedom to cast area spells into melee combat without endangering party members.

*Spell Focus* (*evocation*): Many of your spells require Reflex saving throws, and the DCs can never be high enough. For the same reason, Greater Spell Focus (evocation) is also a sensible choice.

*Widen Spell:* When all your allies are out of harm's way, you can cut loose with this metamagic feat.

**Feats to Avoid:** Although these feats retain some functionality for a blaster, their application is limited at best.

*Chain Spell* (*Complete Arcane*): Chain Spell can be used *to* arc a spell effect between a number of secondary targets equal to your caster level, but this feat only applies to spells that initially have a single target. Most of the spells in a blaster's repertoire affect multiple opponents within an area, limiting this feat's utility.

*Enlarge Spell:* Spells with a range of medium or long already offer plenty of distance from which to cast blaster spells. Casting a blaster spell from any farther away becomes excessive, especially if you want to see where your party members are in relation to the enemy. Moreover, spells with burst, cone, or line areas or those with ranges measured in a fixed number of feet, cannot benefit from this feat.

*Repeat Spell* (*Complete Arcane*): Although it is useful against an advancing horde, this feat can be dangerous in a crowded environment where allies can be easily caught in the secondary blast.

**Best Spells:** As a blaster, you want to catch the maximum number of opponents in your area spells without harming your allies. Doing this requires a good vantage point from which the battle can be surveyed, but you also can't be so far away that you lose communication with your fellow party members. Most of your spells come from the evocation school.

*1st—Hail of Stone* (*Spell Compendium*): A handy spell that can damage up to four Medium or Small targets (more if they share the same space) with the bludgeoning force of falling rocks, doing the same damage as *burning hands* but from over 100 feet away.

*2nd—Snowball Swarm* (*Spell Compendium*): A good area spell that deals moderate cold damage to enemies in a 10-foot-radius burst by pelting them with painfully cold balls of snow.

*3rd—Fireball:* The quintessential spell of all blasters, and one of the most enduring arcane spells in general. The *fireball* spell reliably deals substantial damage in a 20-foot-radius burst from over 400 feet away. This spell is also a prime candidate for the Energy Substitution (cold) feat; a target immune to fire likely lacks similar protection against cold.

*4th—Greater Invisibility:* This spell is a defensive boon for blasters, keeping them hidden even after attacking, and it should be the first spell selected at this level. This spell is particularly useful since most of a blaster's spells originate from burst effects without ever giving away his position. As your second spell, *explosive cascade* (*Spell Compendium*) is ideal for targets that cluster together.

*5th—Firebrand* (*Spell Compendium*): A perfect tool for blasters, this spell deals fire damage in 5-foot-radius bursts, but up to a number of times equal to your level. As a blaster, you can strategically place these explosions across a battlefield in places where your allies won't be affected. Moreover, anybody struck by this spell takes half as much damage in the next round as the fire lingers.

*6th—Chain Lightning:* Similar to *firebrand*, this enduring spell gives you the enjoyable ability to deal massive amounts of damage to multiple targets on the battlefield, with greater accuracy and against opponents that are more widely spread apart.

*7th—Radiant Assault* (*Spell Compendium*): This spell deals massive amounts of light damage to all creatures in a 20-foot-radius burst, while either dazing or dazzling them for 1d6 rounds (depending on whether they make their saving throw). Short of being sightless, no creature can boast immunity to this spell.

*8th—Horrid Wilting:* Unquestionably worthy of its name, this spell drains moisture from the bodies of an extraordinary number of targets. You can selectively affect any number of creatures within long range as long as all targets are within 60 feet of each other.

*9th—Meteor Swarm:* This spell generates four 40-foot-radius spreads of fire that can overlap each other with stacking damage. A more powerful gout of flame does not exist. Make sure your friends have all run for cover.

**Spells to Avoid:** Although blasters have many options available to them, some spells more effectively deal damage in a wider area than others. Try to balance damage output against potential area, especially if you have a limited number of spells known.

*Acid Fog:* This spell and others like it deal ongoing damage to targets in the area, but in small amounts that can be easily avoided by leaving the spell effect.

*Mass Suggestion:* This spell, like many enchantments, carries no secondary effect. If the targets save against the effect, they merely walk away unscathed. Almost any spell that deals damage ensures that some effect will be felt, even if the enemy successfully makes a saving throw.

*Stinking Cloud:* This spell (and others like it) simply impairs targets rather than dealing hit point damage.

## BOOSTER

You tend to be exceptionally selfless for an arcanist, devoting your spells to making everybody in the party more formidable against their enemies. As a booster, you are as valuable to an adventuring party as a healer—except that instead of restoring the existing potential of your group, your spells push mortal limitations to preternatural extremes and endow your allies with arcane might.

**Personality:** There is something parental about boosters. More than anything, they want to see everybody in their party come back alive from their latest adventure. To this end they are both sympathetic and analytically critical of their companions, addressing individual strengths and weaknesses to shore up group dynamics. Boosters value communication more than any other quality and have no difficultly suggesting areas in which their companions can improve their tactics and train accordingly. A booster takes his role so seriously that when anyone is injured due to lack of organization, he takes it as a personal failure.

*Boosters push mortal limitations to preternatural extremes*

**Strengths:** Boosters are the sergeants of a party, keeping track of individual contributions and pointing out flaws that need to be eliminated. Wherever a deficiency exists, the booster provides a spell that removes the problem. When no weaknesses can be found, the booster can truly flaunt his power, augmenting the abilities of his companions well beyond their most ambitious imaginings. Adventurers who have a booster watching their backs can make short work of any obstacles they face.

**Weaknesses:** Not surprisingly, the greatest potential weak link in any adventuring group is the booster himself. As arcane spellcasters, boosters are notoriously ineffectual in melee combat. They try to fortify their own weaknesses before battle along with everyone else, but once a conflict starts, boosters need protecting. This weakness can be turned into a tactical advantage if a booster remains close to the melee fighters who need to be augmented with his magic.

**Best Classes:** Wizards, particularly transmuters, enjoy the most unfettered access to arcane boosting spells, with a repertoire restricted only to the size of their spellbook. A wu jen (*Complete Arcane*) with elemental mastery over earth or wood can make a particularly good booster as well, especially if he consistently chooses to apply Extend Spell to his transmutation spells. Bards arguably make the best boosters, not only because of their inspirational music, but also thanks to their ability to double as secondary healers with access to *cure* spells. Additionally, bards are also the arcanists most capable of protecting themselves without needing help. A sorcerer who focuses on transmutation spells is a boon to any party, since he rarely suffers from a shortage of spells, but he often lacks the perfect solution for a particular problem.

**Best Prestige Classes:** The initiate of the sevenfold veil (*Complete Arcane*) is an excellent choice of prestige class for a booster, since its protective wards protect boosters while they augment their allies. More important to any arcanist, an initiate of the sevenfold veil does not lose a single caster level. The sublime chord (*Complete Arcane*) offers 9th-level spell access to bards, permitting them to choose between the bard and sorcerer/wizard spell lists. In addition, the sublime chord class grants access to several arcane songs that increase spellcasting effectiveness and can even suspend the enemy out of time (while the party better prepares for the attack). A booster willing to sacrifice power for versatility should consider the mystic theurge prestige class, since the sheer number of boost spells available to such a character should keep him busy throughout the adventure.

**Best Feats:** These feats help augment a booster in his chosen role and are strongly recommended.

*Arcane Disciple* (*Complete Divine*): Although you can only gain so many spells from this feat (depending on your Wisdom score), even if you only gain access to the first three levels, those spells can justify this investment—especially for bards and sorcerers. Many domains grant spells that arcane casters can find on their own lists, but a booster might want to consider the Courage (Spell *Compendium*), Family (*Spell Compendium*), Healing, Luck, Protection, and Renewal (*Spell Compendium*) domains.

*Combat Casting:* Casting touch spells on your allies inevitably puts you in harm's way during melee combat. This feat helps to ensure that your spells won't be spoiled by an errant attack.

*Craft Wand:* Having a few wands with key booster spells at hand means you can branch out with your own spell selection. Scribe Scroll and Brew Potion are similarly useful, though not as cost-effective.

*Extend Spell:* Standard issue for any booster spells with a duration of less than a few hours. The longer a booster can make a spell last, the more spells he can save for multiple engagements in the same day.

*Metamagic Song* (*Races of Stone*)*:* Although this feat focuses on bards, it has enormous usefulness when casting metamagic spells, especially in conjunction with the Persistent Spell feat. A bard booster will certainly want to invest in Extra Music once this feat is taken.

**Feats to Avoid:** Although these feats retain some functionality for a booster, their application is limited at best.

*Fortify Spell* (*Complete Arcane*)*:* This feat can prevent a booster's spells from being dispelled, but the likelihood of that event occurring with enough frequency to warrant taking this feat is slim.

*Spell Focus* (*transmutation*)*:* Most of the targets of your spells are willing recipients, meaning that save DCs are not usually important. This spell should be considered only if you learn a significant number of offensive transmutation spells.

**Best Spells:** As a booster, you want to help everyone in your party by choosing whichever spells best complement and improve their natural strengths. Most of your spells come from the transmutation school. Although not discussed below, *invisibility* should be chosen at your earliest convenience, enabling you to clandestinely deliver touch spells during combat.

*1st—Enlarge Person:* Although the larger form granted by this spell imposes an attack, AC, and Dexterity penalty, these setbacks are counteracted by the Strength bonus and weapon size increase. Moreover, a Medium character turned into a Large one benefits from having a 10-foot reach.

*2nd—Bull's Strength/Rage:* As a sorcerer or wizard, granting a +4 bonus to Strength is one of your safest bets when it comes to augmenting melee combatants. Different characters want different bonuses, so consider *cat's grace* for rogues and *owl's wisdom* for clerics, druids, and monks. As a bard, *rage* is your best option at this level, granting a Strength, Constitution, and Will bonus to multiple characters with a duration based on your concentration. Few spells are more useful at this level.

*3rd—Haste:* Even though *rage* is available for sorcerers and wizards at this level, *haste* should come first. Nothing beats the Armor Class, attack, and speed bonus, with an extra melee attack to boot.

*4th—Stoneskin:* Some boosters cringe at the material component cost for this spell, but that kind of tight-fisted approach results in dead allies. Load up on diamond dust and cast this spell at every opportunity. Don't hesitate to solicit contributions to the effort—it's perfectly reasonable for the barbarian to chip in for this boost. (It's cheaper than a *potion of cure moderate wounds*, and certainly more beneficial.)

*5th—Mass Fly* (*Spell Compendium*)*:* A coordinated aerial assault is a beautiful sight—and a terrifying one for opponents. This spell makes it possible for everyone in your party to participate in an attack from above.

*6th—Stone Body* (*Spell Compendium*)*:* Although *mass bull's strength* spreads the wealth of a Strength boost around the entire party, rallying around one character who has been turned into an unstoppable force of stone can be even more effective.

*7th—Energy Immunity* (*Spell Compendium*)*:* If you know what type of enemies you and your party are likely to face, and specifically what kind of energy will be used against you, each casting of this spell protects one character against that energy for 24 hours.

*8th—Protection from Spells:* An expensive spell to be sure, but one that causes spells and spell-like abilities to bounce off your party like ineffectual sparks from an anvil.

*9th—Freedom:* When all else has failed to liberate a party member from enspelled imprisonment, this one does the trick.

**Spells to Avoid:** You have the largest selection of spells to choose from as a booster. Try to restrict your choices to boosts your companions cannot achieve themselves with special abilities or spells, especially if you have a limited number of spells known.

*Heroism:* A decent spell for individual party members, but any bard can provide virtually the same benefit without casting a spell.

*Magic Circle against Chaos/Evil/Good/Law:* Although this magic is definitely helpful to the party, a cleric is much better suited to cast these spells. You have more interesting spells in your repertoire.

*Mass Mage Armor* (*Spell Compendium*)*:* Although *mage armor* is a good spell for sorcerers and wizards at early levels, the remaining party members should be able to find mundane armor that approximates if not surpasses the bonus granted by this spell.

## CONTROLLER

You consider yourself above physical labor, placing infinitely more value on the mind. For some people, knowledge is power. For you, knowledge is control, and control is power. Few activities are more addictive to you than enslaving a lumbering meat puppet to do all your dirty work. If the creature was weak-willed enough to succumb to your influence in the first place, then it probably needed direction.

**Personality:** There is part of every controller that has little respect for life or its freedoms. These spellcasters gave themselves permission long ago to use the disturbing power they wield with unrestrained abandon. Controllers can either be loud and brash or quiet and unassuming, but they all share a tendency to be more than a little egotistical and self-serving. A controller can, quite literally, make a social circle revolve around him. It would even be fair to say that some controllers

pursue this path out of a desperate, misdirected need to assert control over their own lives.

**Strengths:** A controller with a *charmed* or *dominated* creature in tow is really the equivalent of two party members, especially if the creature is a melee combatant that doesn't need much direction once combat begins. A controller with a valued thrall might go out of his way to create the illusion of freedom for the creature, strengthening its nonmagical loyalty so that it might one day serve the controller willingly. A controller is much more than a custodian of other creatures, however, since she also casts spells to immobilize or inhibit his opponents so that other party members (or their controlled creatures) can make quick work of them.

**Weaknesses:** Any intelligent opponent who sees how much controllers rely on their enslaved creatures quickly realizes that setting such creatures free with *break enchantment* or *dispel magic* spells can turn that advantage into a drawback. What began as a powerful ally for the controller can instantly turn into a fearsome enemy (especially if it was treated badly), harrying the spellcaster with unexpected attacks and possibly removing him from the fight or worse.

**Best Classes:** Wizards (particularly enchanters) and wujen (*Complete Arcane*) enjoy a wide variety of controlling spells, limited only by the acquisition of spells for their spellbook. Sorcerers fit the egomaniacal controller archetype best of all, with the addition of a high Charisma score to compel obedience by their *charmed* victims. Bards are also well suited to play controllers, combining useful spells with bardic music abilities; however, the beguiler (*Player's Handbook* II) outshines the bard in both sheer controlling power and breadth of options for influencing enemies.

**Best Prestige Classes:** When *it* comes to dominating other creatures and bending their will to suit your purposes, the mindbender (*Complete Arcane*) offers a deft way of making creatures obey every command. Although members of this prestige class lose five caster levels, their *charm*, *dominate*, and *suggestion* abilities are peerless, in addition to effortless telepathy and thought scanning. Furthermore, the mindbender reclaims four of his five lost caster levels when casting spells from the enchantment school. Alternatively, if the controller has bardic tendencies, the sublime chord (*Complete Arcane*) provides spell choices that advance up to 9th level, with selections from both the bard and sorcerer/wizard lists.

*Controllers have little respect for life or its freedoms*

**Best Feats:** These feats help augment a controller in his chosen role and are strongly recommended.

*Arcane Defense* (*enchantment*): A controller who commands a brutally strong creature is formidable. A controller who commands several powerful creatures is a menace. A controller who commands another controller who commands several powerful creatures is frightening to behold. You can never be too careful about protecting yourself from enchantment spells.

*Heighten Spell:* Once you have a few favorite controlling spells, this feat allows you to keep them relevant at higher levels.

*Silent Spell/Still Spell:* With the help of these metamagic feats, you can cast *charm* or *dominate* spells against powerful opponents over and over again without ever identifying yourself as the source, until you ultimately succeed.

*Spell Focus* (*enchantment*): Since you rely heavily on mind-affecting spells that either work or don't work, your paramount concern is making these spells extremely difficult to resist. Greater Spell Focus (enchantment) should definitely be in your repertoire as well.

*Spell Penetration:* Enslaving or affecting a creature with spell resistance is not easy, but unquestionably worth the effort. Even Greater Spell Penetration is worth the investment for a controller.

**Feats to Avoid:** Although these feats retain some functionality for a controller, their application is limited at best.

*Extend Spell:* Most of a controller's spells already last long enough, so further extending their durations provides diminishing returns..

**Best Spells:** As a controller, you are attracted to any spell that inhibits or manipulates your targets. You primarily use enslaved creatures as shields against attacking foes and to run interference when casting spells. Most of your spells come from the enchantment school.

*1st—Charm Person:* An age-old staple for controllers, who never tire of this spell. Since giving orders to *charmed* humanoids relies on an opposed Charisma check, bards and sorcerers are particularly good with this spell. A controller continues taking additional *charm* spells throughout his entire career, including *charm monster* and the *mass* versions of each.

*2nd—Suggestion/Cloud of Bewilderment (Spell Compendium):* Bards almost always choose *suggestion* at this level, reveling in the multitude of creative ways that they can bind creatures to do their will. Sorcerers and wizards, on the other hand, choose *cloud of bewilderment* to take a number of opponents out of the fight. Sorcerers and wizards can take *suggestion* as a 3rd-level spell.

*3rd—Puppeteer (Spell Compendium)/Slow:* Bard controllers like nothing more than to make fools out of their targets, which *puppeteer* succeeds in doing admirably. As a sorcerer or wizard choosing between *hold person* and slow at this level, keep in mind that *hold person* can immobilize a single humanoid target, but *slow* severely inhibits one creature of any type per caster level.

*4th—Bestow Curse:* Sorcerer and wizard controllers are loath to pass up this spell even in favor of *lesser geas* (which makes a great second choice), since they understand the potential of a painfully restrictive "permanent" curse.

*5th—Dominate Person:* At last, the tried and true spell that lets any controller achieve his full potential. Although its effects are restricted to humanoids, you shouldn't have trouble finding a thrall that can offer decent resistance against any enemy.

*6th—Mass Suggestion:* Never underestimate the power of mind control on a massive level to turn enemy forces against each other. The *geas* spell comes a close second at this level, but it requires a 10-minute casting time. Still, it might be worth the time to have a creature of any number of Hit Dice serve you for days.

*7th—Mass Hold Person:* A powerful spell with no upper limit on the number of creatures it can affect, as long as they remain within 30 feet of each other. Use of this spell does pose the question of how comfortable the party is attacking and potentially slaughtering defenseless foes. Perhaps one of your *dominated* creatures can do the dirty work.

*8th—Otto's Irresistible Dance:* A wonderful spell that turns a single powerful creature into a capering pincushion. Not only can you make your regular attacks, but everyone in melee range can take an attack of opportunity against the dancing creature as well (without the slightest fear of reprisal for 1d4 +1 rounds).

*9th—Programmed Amnesia (Spell Compendium):* Here you are on the verge of choosing between *dominate monster* or mass *hold monster,* when along comes a spell that lets you permanently rewrite the memory of any creature to make it believe that its entire purpose in life is to secure and protect your safety. Why control your enemy when you can turn him into a loyal friend?

**Spells to Avoid:** A controller has to keep his purpose in mind to avoid accidentally choosing ineffectual spells. Focus on effects that actually control (or significantly hinder) targets rather than simply changing their behavior, especially if you have a limited number of spells known.

*Confusion:* Despite how much fun this spell is to cast, the affected creature's actions are completely out of your hands. Its behavior randomly changes every round, and it might even attack you, defeating the purpose of the spell.

*Hypnotic Pattern:* Any spell that merely fascinates creatures is not going to help you if even one party member is holding or draws a weapon.

*Tasha's Hideous Laughter:* Although this spell can affect any creature, *hold person* is a better choice. *Tasha's hideous laughter* grants a +4 bonus on the saving throw to any creature that does not share your type and even then does not render opponents helpless.

## GENERALIST

You understand that a single well-chosen spell can frequently save the day With that in mind, you are selective when deciding which spells to learn or memorize. None of your choices are redundant, with each spell serving an individual purpose and thereby increasing your overall utility to an adventuring party. You see little use in pursuing one spellcasting approach when they can all be useful.

**Personality:** Generalists are sagelike in their approach to problem-solving, carefully deliberating over the best course of action. They understand the need for haste in the face of danger, but find themselves more perturbed by rushing than frightened by an impending threat. Anything worth doing is worth thinking about rationally, and a solution can always be found. Generalists prefer to solve minor problems with intellect alone and so are greatly valued by adventuring parties. The generalist prides herself in always being prepared and maintaining a level head despite setbacks.

**Strengths:** Generalists are not only ideal repositories of knowledge but exceedingly resourceful spellcasters as well. Their repertoire has been specifically tailored to augment, help, or inform adventurers in virtually any situation they encounter. A generalist has learned how to take what she knows and make it last. This archetype is the most likely to craft alchemical and magic items for the party, since generalists value feats that allow them to do so more than any other arcane spellcasting archetype does.

**Weaknesses:** A generalist encounters his greatest difficulty when called upon to excel in one particular area, since his spellcasting abilities can be spread too thin. A shrewd generalist shores up this deficiency somewhat with scrolls, wands, or wondrous items. This solution quickly becomes cost-prohibitive for the generalist, as she loses increasingly large amounts of XP to make increasingly powerful magic items.

**Best Classes:** Wizards who do not choose a school of specialization are best suited to become generalists. Although a discriminating sorcerer who makes thrifty spells known choices can attempt the role of generalist, it is hard to compete with a wizard, who has the potential to learn every arcane spell she comes across. A wu jen (*Complete Arcane*) makes a better generalist than a sorcerer for the same reason. Both the wizard and the wu jen, however, must craft magic items to compete with the sorcerer's volume of spells per day.

**Best Prestige Classes:** The archmage prestige class is definitely worth the high-level prerequisites for generalists,

particularly for the ability to master counterspelling and the elements. Mages of the Arcane Order (*Complete Arcane*) are some of the most versatile generalists, gaining access to spell pools that eventually allow them to cast any spell from their class spell list.

**Best Feats:** These feats help augment a generalist in his chosen role and are strongly recommended.

*Chain Spell:* This feat is both detrimental to enemies and beneficial to allies. You can just as easily cast a chained *dispel magic* on your opponents as a chained *keen weapon* on your companions' slashing weapons, saving yourself multiple castings.

*Craft Contingent Spell* (*Complete Arcane*): An ability that was likely developed by a generalist, this item creation feat imbues the target with a spelt that activates based on a preset trigger. Spells that protect against energy, break enchantments, or dispel magical effects are common choices.

*Craft Wand:* This item creation feat can give any arcane spellcaster a battery of offensive power to use at his leisure, freeing up his spells per day to cast or memorize a wider spectrum of utility spells. Even having access to just two wands, one with a fire spell and another with a cold spell, ensures that at least one of them will be able to damage any creature.

*Craft Wondrous Item:* A vastly underrated feat gained at early levels. Creative-minded generalists can make excellent use of this ability by imbuing their most commonly cast spells into permanent magic items.

*Scribe Scroll:* For all those spells that you never need until you really need them, this feat can't be beat.

*Generalists pride themselves on always being prepared*

**Feats to Avoid:** Although these feats retain some functionality for a generalist, their application is limited at best.

*Arcane Preparation:* Notwithstanding all the times that a sorcerer generalist needs a move action in the same round as casting a spell, a more useful feat could be selected.

*Spell Focus:* A generalist knows spells from all schools of magic and so rarely benefits from singling out one over the others.

*Transdimensional Spell* (*Complete Arcane*): A generalist should already have spells that can affect creatures on coexistent planes or extradimensional spaces, for those few occasions when this feat would be needed.

**Best Spells:** As a generalist, you pick spells from every school of magic. The trick is to choose the most useful spells to help your party in as many different imagined scenarios as possible. Although this is a difficult (if not ultimately impossible) task, the generalist nevertheless tries to prepare for every eventuality.

*1st—Magic Missile:* Few spells gained at 1st level retain their usefulness for the same length of time as this spell. Not only does *magic missile* never miss, but force effects can damage virtually any creature. Furthermore, at higher levels, *magic missile* can still pack a punch when augmented with Empower Spell or Maximize Spell.

*2nd—Invisibility:* Whether attacking with surprise, sneaking past sentinels, or casting spells on your friends in combat, you will find no end of uses for this spell. Taking *greater invisibility* when you gain access to 4th-level spells is also highly recommended, allowing you to attack without becoming visible.

*3rd—Dispel Magic:* This spell is more valuable to you than *haste or fireball* (although both are good choices for later on). When you are dealing with magic items, spells, or spell-like abilities, *dispel magic* can suppress their effects or shut them down better than any counterspelling attempt. If you find yourself using this spell a lot, consider the Arcane Mastery (both from *Complete Arcane*).

*4th—Dimension Door:* This spell lets you move wherever you want in the blink of an eye—whether that's across the battlefield, up a sheer cliff or through an impenetrable door— and you can bring allies along with you.

*5th—Hold Monster:* Nothing allows your party to freely assault enemies more than im mobilizing them for several rounds, presuming of course that nobody has any objections to attacking a helpless opponent.

*6th—True Seeing:* Displacement effects, illusions, invisible or translucent creatures or objects, and polymorphed forms are either negated or revealed through this spell. The *true seeing* spell even lets you perceive the Ethereal Plane in case your enemies herald from beyond the veil.

*7th—Greater Teleport:* Travel, whether on foot or by wing, becomes a nonexistent hurdle once this spell is known. Being stuck in a dungeon or within a nasty trap is easily defeated with this spell as well. In addition, *greater teleport* suffers from none of the inaccuracies of its lower-level iteration.

*8th—Horrid Wilting:* When you are looking for spells that truly lay waste to living creatures, none can measure up to the widespread death created by this spell. Any creature within your line of sight, out to long range, can potentially be targeted by this spell, which always deals at least half damage.

*9th—Wish:* Despite how costly this spell is to cast, there will likely come a time when your character has to choose

between complete party destruction or losing 5,000 XP to continue fighting. This spell gives you the option to choose the latter course. For more permanent effects, *wish* can also create mundane items and magic items, and can augment ability scores with inherent bonuses.

**Spells to Avoid:** As a generalist, choosing which spells to avoid taking can be exceedingly difficult, because virtually any spell can prove useful in the right context. Although this is by no means a firm rule, try to avoid spells that will be trumped by higher-level spells in two or three levels, especially if you have a limited number of spells known.

*Antimagic Field:* This spell offers great power, but keep in mind that it neutralizes your spellcasting abilities as well, forcing you to rely on wits and physicality to survive dangerous encounters. Even if your wits might be up to the challenge, chances are your physicality is not.

*Limited Wish:* This spell is a crutch for generalists who have not done their homework. With a deceptively cheap 300 XP cost (compared to the wish spell), you can duplicate any spell of 6th level or lower rather than doing your job properly. A generalist who has given all due consideration to his spells should never have use for *limited wish*.

*Permanency:* For the number of choices this spell offers to make permanent combined with the expensive XP cost, you are better off taking the Craft Wondrous Item feat, which allows you to choose from any spell in your repertoire and make a permanent magic item with effects that can only be temporarily suppressed (rather than permanently dispelled).

## NECROMASTER

Hordes of the walking dead at your beck and call, a wall of unholy flesh between you and your foes—if these images appeal to you, you have the right temperament for a necromaster. As a necromaster, you create undead as your servants. These undead fight for you, investigate dangers, carry you about, and do whatever you want until you're done with them.

**Personality:** A necromaster sees every corpse as a potential ally or tool. Why feed and care for a living horse when you can ride its durable skeleton? As a necromaster, the stink of death piques your interest, and the sight of corpses sets your mind awhirl. You take an unwholesome interest in anything dead or undead you run across. Be wary of intelligent undead and skittish around clerics. When other characters object to your use of undead, show them how helpful and safe your servants are. Sure, you come off as crazed and creepy, but (literally) staring death in the face every moment of the day tends to do that to a person.

**Strengths:** A necromaster shares many strengths with a summoner but can begin the battle with more allies in tow. By planning ahead, you can fill the battlefield with loyal minions. Each might pack less punch than an outsider a summoner controls, but you have more creatures under your control, and they remain to fight in later battles. Also, you can cast undead-creating spells outside combat, allowing you to make the most of your in-combat actions while existing minions contribute to the fight.

**Weaknesses:** Ironically, a necromaster's main weakness is also his primary strength. Your undead minions' attacks are unlikely to be as effective against nonliving enemies, and others might have the means of turning or taking control of them. Undead also typically have low attack bonuses and low hit points.

**Best Classes:** Necromancers and dread necromancers (*Heroes of Horror*) are the best choices for this archetype. Dread necromancers are particularly effective, since they can rebuke undead to control them. On the other hand, certain useful spells aren't on their spell list. Sorcerer necromasters find that with limited spells known, choosing the best spells for the archetype can be a hindrance to a their effectiveness. A necromaster casts many of the spells that create and control undead before combat (sometimes even days before), a task better suited to those who can then prepare a variety of other spells for combat.

**Best Prestige Classes:** The pale master (*Libris Mortis*) presents a good option. The first level is a hurdle, but being able to sidestep the material component of *animate dead* can prove a meaningful advantage. The true necromancer (*Libris Mortis*) prestige class also offers a good selection of abilities. You trade your highest-level spells and Hit Dice of undead you can affect when you take the divine spellcasting levels to qualify, but the ability to heal your minions and the other abilities of the class can make up for the loss.

**Best Feats:** These feats help augment the necromaster in his chosen role and are strongly recommended.

*Corpse Crafter* (*Libris Mortis*): This excellent feat gives your undead a +4 enhancement bonus to Strength and +2 hit points per Hit Dice. It's a prerequisite for other great *Libris Mortis* feats and thus an easy choice. Consider taking it as soon as you can, even if you can't yet create undead. When you're finally ready to animate minions, they'll be formidable.

*Craft Wand:* You'll want to keep a *wand of command undead* at the ready. Making your own is cheaper and more efficient, especially because you might find it hard to locate someone who sells them.

*Deadly Chill* (Libris Mortis): If you have skeletons with many attacks (such as dragons or hydras) or numerous undead minions, giving each attack an extra 1d6 points of cold damage proves quite effective.

*Destruction Retribution* (*Libris Mortis*): Your undead explode with negative energy when destroyed, which opens up all kinds of strategies for using multiple weak undead to harm foes and aid your stronger minions. Unfortunately, you can't choose not to create exploding undead, which means you have to keep them away from yourself, your living allies, and any undead enemies. Invest in a *wand of death ward* for your party's cleric or paladin.

*Nimble Bones* (*Libris Mortis*): This feat counteracts the typical undead's slow speed and reactions.

**Feats to Avoid:** Although these feats retain some functionality for a necromaster, their application is limited at best.

*Fell Animate* (*Libris Mortis*): You shouldn't have much trouble making zombies, so this feat applies a high cost to a spell from which you gain little or no benefit.

*Spell Focus (necromancy):* Look closely at how many of your necromancy spells allow saves before choosing this feat.

**Best Spells:** As a necromaster, the best spells to suit your role create or control undead servants or bolster them in combat. Although many of these spells have the evil descriptor, arcane casters do not have alignment restrictions upon the spells they cast. Of course, a good or neutral character who creates undead and loses control of them is obviously loosing evil into the world. Most of your spells come from the necromancy school.

*1st—Chill Touch:* This spell offers moderate offensive capability against any creature, but proves more valuable when facing enemy undead. At low levels, it offers a way for you to contribute to the battle for several rounds without expending multiple spells.

*2nd—Command Undead:* Your bread-and-butter spell. Although useful if you know you're going to confront undead, its true value lies in granting control of the undead you create, particularly unintelligent undead. This spell doesn't grant you complete control of intelligent undead, so be wary of using it against them.

*3rd—Summon Undead III (Spell Compendium):* Other interesting choices at 3rd level include *eyes of the zombie* (*Book of Vile Darkness*) and *undead torch* (*Spell Compendium*), but *summon undead* III stands out. When righting a single living foe, summon a ghoul to paralyze your enemy. Against multiple enemies, summon two owlbear skeletons; they're almost as good as troll skeletons, and they can block off enemies with their large bodies.

*4th—Animate Dead:* Combine this with *command undead* to get around the normal HD limit of control. Animating the dead costs gold, but at the earliest level you can cast this spell, you pay a mere 300 gp to animate a twelve-headed hydra's body. That's a skeleton that makes twelve attacks at +11, each dealing 2d8+6 points of damage.

*5th—Necrotic Skull Bomb* (*Champion of Ruin*): This spell can bestow up to four negative levels on as many foes as a *fireball* hits. In addition, any of your undead in the area gain 5 to 20 temporary hit points. Multiple castings stack the negative levels, and undead that have lost their temporary hit points can gain some more.

*6th—Ghoul Gauntlet* (*Spell Compendium*): This spell affects only humanoids, but it gives you surprising bang for your buck. It deals 3d6 points of damage per round, and it takes some effort to end the effect. When the foe reaches 0 hit points, it becomes a ghoul under your control. Use this spell against arcane casters (forcing repeated Concentration checks) and the weak allies of tougher foes.

*7th—Brilliant Aura* (*Spell Compendium*): Although you can use this on your allies or your undead minions to increase their ability to hit armored foes, consider using it on foes who fight your undead. If they fail the save, their (now) *brilliant energy* weapons are useless against your minions. Should a foe get around your undead to attack your living allies, a targeted *dispel magic* automatically dispels *brilliant aura* and has a chance of dispelling any beneficial effects the foe has going as well.

*8th—Touch of the Graveborn* (see page 119): This versatile spell functions as an effective attack against living creatures as well as a method of controlling any pesky undead that isn't already serving you loyally.

*9th—Plague of Undead* (*Heroes of Horror*): This spell can give you a bunch of minions fast. It's cheaper than *animate dead*, and it makes undead followers with maximum hit points. The key strategy is finding a few bodies that in life had an enormous number of Hit Dice. You don't actually want to create a plague of undead, you want a few absolute terrors. At 20th level, for example, you could animate four gray render zombies or four young adult red dragon skeletons.

*Necromasters see every corpse as a potential ally or tool*

**Spells to Avoid:** Here are a few spells that might look appealing but that you should avoid, especially if you have a limited number of spells known.

*Control Undead:* Unless you commonly face undead foes, resist the temptation to take this spell. It doesn't give you control for more than a few minutes, so the best you can hope for is command of the undead for a fight or two.

*Create Undead:* At first you can only create ghouls, creatures that you can summon with *summon undead* III with no worries about costly components or lack of control. Even at the highest levels, this spell isn't your best choice. The same is true of *create greater undead.*

*Detect Undead:* In most cases, you'll know immediately when you face an undead creature.

## SNIPER

Sizing your enemy up at a distance, you quickly decide which opponent will prove the most difficult for you and your party to overcome. This is your first target. With lethal spells at your fingertips, you unleash a pulsating volley of arcane power against your enemy, taking the creature out in the first round. Your companions can breathe a little easier now as they get to work dispatching the weaker minions. Meanwhile you can "selectively" choose your next target.

**Personality:** As a sniper, you perceive every stranger as a potential enemy. You constantly scan everyone in your area to determine who represents a threat. Depending on the kinds of foes you encounter, knowledge of arcana, dungeoneering, nature, and the planes are particularly useful to identify unusual creatures. As someone who sees people as targets, you are also pointedly aware of being perceived as one yourself. You therefore deliberately dress more like a member of another class, such as a rogue or scout, to deflect suspicion away from your spellcasting profession.

*Snipers scan people to determine who represents a threat*

**Strengths:** Snipers seethe with destructive power that can be precisely cast from great distances. Their most valuable strength is the ability to discharge massive amounts of damage on the head of a single target in the middle of combat with their allies. The damage their spells cause covers a broad range of energy types, anticipating creatures with different immunities. Sonic spells are particularly handy for snipers, since very few creatures have immunity to that damage type (short of protecting themselves with magical silence).

**Weaknesses:** In focusing on distance-based offensive magic, snipers devote very few spells in their repertoire to defending themselves, and practically none for basic everyday utility. Snipers don't plan for all possible contingencies, and they can be caught short against more versatile spellcasters or melee range encounters. If a sniper cannot take out an enemy in 1 or 2 rounds, his effectiveness quickly diminishes.

**Best Classes:** Two classes from *Complete Arcane*—the warlock and the warmage—make ideal snipers. The former has unlimited use of the eldritch blast and can layer on special effects by selecting the right invocations, while the latter has such a broad range of effects available that other arcane spellcasters simply can't measure up.

**Best Prestige Classes:** The argent savant (*Complete Arcane*) improves the sniper's effectiveness with *magic missile*—a classic sniper spell—but be sure to find more powerful force spells before considering this class too strongly. The initiate of the sevenfold veil (*Complete Arcane*) also presents a good choice, since it offers protective wards without sacrificing a single level of arcane spellcasting.

**Best Feats:** These feats help augment a sniper in his chosen role and are strongly recommended.

*Delay Spell* (*Complete Arcane*): A great metamagic feat if your party has spotted the enemy from a distance without being detected. It gives you the ability to potentially discharge five spells at the same time.

*Empower Spell/Maximize Spell:* These are always good feat options to ensure that the damage dealt by your spells is thoroughly felt.

*Energy Substitution* (*Complete Arcane*): This is an excellent metamagic feat for sorcerers and wizards, allowing them to change the energy type of their favorite damaging spells without using up a higher-level spell slot. It essentially gives these classes some of the damage variety that warmages enjoy, allowing sorcerers in particular to make better spells known choices.

*Split Ray* (*Complete Arcane*): This metamagic feat is an easy way to potentially double damage against a single target, albeit only with ray spells.

**Feats to Avoid:** Although these feats have some functionality for a sniper, their application is limited at best.

*Combat Casting:* If you are correctly fulfilling your role as a sniper, then you should never be close enough to combat that defensive casting would be necessary.

*Point Blank Shot:* This feat is a double-edged sword for a sniper. The bonus on attack rolls and damage rolls is useful at low levels (and Precise Shot is a great follow-up), but to take advantage of it you must be awfully close to your foe.

*Weapon Focus* (*ranged spell*): Ranged spells typically require only a touch attack to hit their target and ignore most of a creature's AC anyway.

**Best Spells:** As a sniper, your ideal spells are those that can surgically strike a single target from far away, allowing you to hang back during a battle—preferably from an inaccessible position with cover, concealment, or both. Most of your spells come from the evocation school.

*1st—Magic Missile:* Nothing beats the accuracy or range of this time-honored spell. Although the damage output is small, *magic missile* can easily be augmented with metamagic feats to give it more punch.

*2nd—Scorching Ray:* Although this spell is normally restricted to dealing fire damage, Energy Substitution can make it more unpredictable. Directing multiple rays at a single opponent *is* particularly effective, especially in conjunction with the Split Ray feat.

*3rd—Sound Lance* (*Spell Compendium*): The damage and distance of this spell are perfect for arcane sniping, and even better, *it* doesn't require a ranged touch attack. The noise *it* generates, however, certainly attracts attention to you, and so is best suited for battles that have already commenced.

*4th—Greater Invisibility:* This spell is your best friend because it keeps you hidden even after attacking, and it should be the first spell selected at this level. As a second spell, *phantasmal killer is* a devastating choice.

*5th—Prismatic Ray* (*Spell Compendium*): An unpredictable spell, to be sure, but the majority of the generated *effects* are well worth the random chance. Cast this spell with the Split Ray feat to increase the possibility of a lethal effect.

*6th—Disintegrate:* Nothing reduces your enemies to dust as well as *disintegrate*. This spell *is* perhaps the most utilitarian sniper spell, lacking an energy type that might be resisted by creatures with immunities.

*7th—Finger of Death:* A sniper simply cannot afford to forswear a spell with this much power over life and death. The limited range of this spell, although counterintuitive for a sniper, still allows it *to* be cast from over 50 *feet* away when initially learned.

*8th—Polar Ray:* This *is* another spell that significantly benefits from the Energy Substitution feat. More important, not only does *polar ray* deal enormous amounts of damage, it offers no saving throw for a partial effect. If you can hit your target with a ranged touch attack, you could very easily take it out of the game.

*9th—Sphere of Ultimate Destruction* (*Spell Compendium*): This spell is everything its name implies and should make any opponent uneasy. If you can imagine a 2-foot-radius sphere controlled by thought that disintegrates everything in its path and never misses, then you know why this spell should be feared.

*Least Invocation—Eldritch Spear* (*Complete Arcane*): Sixty feet seems like plenty of range for most fights, but the true sniper knows that distance is always his ally.

*Lesser Invocation—Brimstone Blast* (*Complete Arcane*): Honestly, what's more fun than setting a target on fire?

*Greater Invocation—Vitriolic Blast* (*Complete Arcane*): As it turns out, melting a target into goo while ignoring spell resistance might be even more fun.

*Dark Invocation—Retributive Invisibility* (*Complete Arcane*): The most effective sniper *is* the one nobody sees.

**Spells to Avoid:** Although these spells might seem appealing at first, consider rethinking your options, especially if you have a limited number of spells known.

*Charm Person:* As a sniper, ask yourself why you are trying to make friends with your opponents instead of sending them to the afterlife.

*Sleep:* Any spell that simply incapacitates enemies instead *of* outright killing them is counterproductive to your purpose.

*Summon Monster* (*I through IX*): A creature conjured to fight in your stead offers no guarantee that it will deal even a single point of damage.

## SPY

You casually disregard other people's privacy without the slightest thought. Any secret worth concealing must have some value, no matter how seemingly small or inconsequential. You are a troubleshooter who roots out problems before they have a chance to fester. Your companions count on you to gather information so they can better prepare for coming conflicts.

**Personality:** Spies keep their profession to themselves, not wanting to risk the ire of people who are offended by their trade. Spies accept the fact that they operate outside society and embrace their roles as interlopers. Some spies use their power with a solemn purpose, becoming seekers of truth in a world filled with lies, but many are not quite as righteous and look only for secrets with which to exploit and manipulate people of influence.

**Strengths:** A spy is nothing if not tapped into his surroundings. A party lucky enough to count a spy as an ally would be foolish to overlook his foresight. An adventuring spy takes great care to remotely observe any intended destination, noting any creatures that inhabit it long before she ever physically enters the location. A spy arms his companions with this knowledge so they can reliably ambush their opponents and minimize losses, especially if she discovers the vulnerabilities of such creatures beforehand.

**Weaknesses:** Although spies are excellent at gathering information, they are not overly useful when it comes to combat. Even spies who know one or two offensive spells reserve their daily magic to detect hidden dangers and keep alert to future encounters. A spy must therefore provide enough information about the enemy that the value of surprising the target outweighs his contribution to a fight.

**Best Classes:** Diviners and, to a lesser extent, wu jen (*Complete Arcane*) have a wide selection of spells that are useful to spies. Bards can be stealthy and participate in combat, but they gain most of the important divination spells at higher levels than other casters do. In addition, every bard spell must incorporate a musical verbal component, which is counterproductive to remaining hidden. Sorcerers make ideal spies, since they not only have complete access to the most powerful divination spells, but can also spontaneously cast them as needed. Their proficiency with simple weapons doesn't hurt during combat, either.

**Best Prestige Classes:** The divine oracle (*Complete Arcane*) is one of the most spy-oriented prestige classes, but it requires three levels of a divine spellcasting class before progressing as an arcane spellcaster. The arcane trickster makes for a great stealth-oriented spy, but the class requires at least three levels of rogue. If a spy doesn't mind losing that many spellcasting levels, this combination also makes him a lot more capable in combat with the addition of sneak attack damage.

The loremaster, with seven prerequisite divination spells, is a natural choice for a spy who doesn't want to give up any arcane spellcasting levels.

**Best Feats:** These feats help augment a spy in his chosen role and are strongly recommended.

*Extend Spell:* This metamagic feat doubles the duration of your most useful spells, allowing you to gather twice as much information remotely.

*Persistent Spell* (*Complete Arcane*): When this feat is applied to any *detect* spell, the spy remains constantly aware of the subject being divined for the entire day.

*Rapid Spell* (*Complete Divine*): A large number of divination spells have long casting times. When the party needs information quickly, this metamagic feat can reduce a casting time of 2 to 59 minutes to 1 minute.

*Spell Focus* (*divination*): Though only a limited number of divination spells allow saves, you rely on many of those.

*Versatile Spellcaster* (*Races of the Dragon*): Although only spontaneous spellcasters can utilize this feat, the ability to sacrifice two lower-level spell slots for one higher-level spell slot comes in handy more often than you might think.

**Feats to Avoid:** Although these feats retain some functionality for the spy, their application is limited at best.

*Enlarge Spell:* Your scrying spells have unlimited range and your *detect* spells have fixed ranges, neither of which can be augmented with this feat.

*Spell Penetration:* Divination spells generally create magical sensors that are not affected by spell resistance.

**Best Spells:** As a spy, your spells enable you to perceive surroundings remotely or become aware of hidden dangers. Alternatively, the closer a spy can get to his enemies with concealment spells, the more thoroughly they can be understood. Most of your spells come from the divination school.

*1st—Disguise Self:* Even if a foe recognizes that you're disguised, he still won't know what you really look like, allowing you to try your infiltration again later.

*2nd—Invisibility* or *Know Vulnerabilities* (*Spell Compendium*): Assuming a spy knows how to keep quiet or mask the noises he makes, *invisibility* can get him close enough to enemies to learn their most valued secrets. Bard spies should consider taking *know vulnerabilities* at this level to learn the weaknesses of an anticipated opponent. Sorcerers and wizards can also learn *know vulnerabilities*, but as a 4th-level spell.

*Spies are nothing if not tapped into their surroundings*

*3rd—Clairaudience/Clairvoyance* or *Know Opponent* (*Spell Compendium*): Once a spy is acquainted with his surroundings, *clairaudience/clairvoyance* becomes an immeasurable benefit to not only track his enemies, but to warn his companions about impending reinforcements. A bard gains access to *know opponent* at this level, which reveals the most powerful abilities a target possesses.

*4th—Arcane Eye:* Few spells are more useful for reconnaissance than this invisible sensor. It can rapidly scout ahead while protecting the spy from all the dangers of an unexplored area. This spell works best when the arcanist has several ranks in the Spot and Search skills. *Greater invisibility* is also a must-have spell at this level.

*5th—Prying Eyes:* If properly instructed, the semitangible orbs of this spell can function as an early warning system with a range of 1 mile. Be sure to invest in the 8th-level spell *greater prying eyes* when it becomes available, since it benefits from *true seeing* as well.

*6th—True Seeing:* Displacement effects, illusions, invisible or translucent creatures or objects, and polymorphed forms are either negated or revealed through this spell. The *true seeing* spell even lets you perceive the Ethereal Plane in case your enemies herald from beyond the veil.

*7th—Greater Scrying:* Unlike with *scrying*, the fact that you don't need to haul around a bulky focus makes this spell useful in the dungeon.

*8th—Discern Location:* When it comes to tracking down a creature or object, there is virtually no way to prevent this spell from working. *Mind blank* is another good choice, since it protects you from discovery.

*9th—Eye of Power* (*Spell Compendium*): If you thought *arcane eye* was useful before, now you can remotely cast up to 3rd-level spells through it.

**Spells to Avoid:** A spy should be resourceful without always counting on his spells. Explore ways to replace typical spells with hard-earned skills that accomplish the same effect, especially if you have a limited number of spells known.

*Comprehend Languages:* This spell is undeniably useful, but by learning Draconic, Giant, Goblin, and Orc, a spy can understand most of the languages his enemies speak. Wizards with high Intelligence scores will be able to speak almost all of these languages right away, and a bard can pick them up cheaply with Speak Language as a class skill.

*Scrying:* Despite being a highly useful spell to intimately study your enemy, until you can effortlessly transport the

hefty arcane focus (a 2-foot-by–4-foot mirror) with a *portable hole* or similar extradimensional magic item, *arcane eye* is more practical for your adventuring needs.

*Spontaneous Search* (*Spell Compendium*): Although this spell makes short work of searching a 20-foot burst, a wizard or sorcerer rarely has enough ranks in Search to discover anything truly hidden. Better to let the rogue (and every other party member) take 20 to conduct a thorough search.

## STRATEGIST

You love to create a false sense of confidence in your enemies, lure them into situations that look promising, and then rip the ground out from underneath their feet. This is no metaphorical boast, since as a strategist you can literally change the nature of reality around your opponents. Perhaps they won't underestimate you next time, if they live to see a next time.

**Personality:** Although a strategist likes to see a plan fall perfectly into place, he truly comes into his own when encountering situations in which thinking on his feet can save the day. Strategists are equally happy participating in small skirmishes as they are overseeing large conflicts, altering terrain modifiers from afar to change the combat dynamic in favor of their allies.

**Strengths:** A strategist who controls the battlefield controls the battle. When his enemies can't take anything for granted, including the ground upon which they stand, chaos and disorder fill their ranks. A strategist's first goal is to turn the attack position of his opponents into a defensive posture. He does this by casting spells that throw off enemy tactics by limiting mobility or attack options and destroying existing advantages. Parties that coordinate with a strategist can develop tricks that allow them to ignore the effects of common spells, allowing them to fight with impunity against opponents who are subject to the full-blown effects.

**Weaknesses:** Strategists can be easily victimized by their own tricks. The more they train to augment their spellcasting abilities, the increasingly more vulnerable they become to their own spells. Knowing this about themselves, wise strategists plan contingencies for such occurrences, either with additional spells that cancel out magical effects or with fallback positions from which to rally the party and mount an offensive again.

*Strategists literacy change the nature of reality*

**Best Classes:** Wizards (particularly conjurers and illusionists) excel at concocting clever plans that specifically incorporate their prepared spells, allowing them to take to the role of strategist with remarkable ease. The beguiler (*Player's Handbook* II) has many spells useful to the strategist and shares the warmage's advantage of always having access to any known spell. With the right choice of invocations, warlocks (*Complete Arcane*) can become very effective strategists as well, and they never worry about running out of spells. Wu jen (*Complete Arcane*) are reasonably well suited for the role of strategist, but they lack some of the more useful spells that wizards have on their spell lists.

**Best Prestige Classes:** Although the archmage is a good choice for any arcane spellcaster, strategists especially covet the master of shaping ability, which allows them to selectively avoid allies in their area spells. Masters of the unseen hand (*Complete Warrior*), although lacking in spellcasting levels, gain unparalleled control with telekinetic force and can dominate a battlefield more thoroughly than strategists devoted to spellcasting can. The initiate of the sevenfold veil (*Complete Arcane*) is ideal for strategists who work from afar and use the protective wards of this prestige class to cast their spells undisturbed.

**Best Feats:** These feats help augment the strategist in his chosen role and are strongly recommended.

*Fortify Spell* (*Complete Arcane*): Although many of your spells cannot be resisted with saving throws, spell resistance often still applies. For every higher-level spell slot you give up, you gain a +2 bonus on caster level checks to overcome spell resistance.

*Improved Initiative:* Sometimes the biggest setback for a strategist is not being able to cast his spells before the enemy attacks. This feat makes it easier for a strategist to act first.

*Sculpt Spell* (*Complete Arcane*): This feat allows you to alter the area of any spell and even permits you to create four isolated 10-foot cubes anywhere within range of your spell, giving you the rare freedom to cast area spells into melee combat without endangering party members.

*Transdimensional Spell* (*Complete Arcane*): Nothing's more frustrating than watching an incorporeal creature float right through your *web* spell, but this feat solves that problem.

*Widen Spell:* When you want to target a large expanse of enemies with a damaging area spell (and your allies have safely retreated off the battlefield), this feat is ideal for cutting down the maximum number of enemies.

**Feats to Avoid:** Although these feats retain some functionality for the strategist, their application is limited at best.

*Extend Spell:* The duration of strategist spells is rarely a factor unless you are dealing with combat on a large scale.

The normal durations are usually more than sufficient to achieve the desired effect in limited engagements.

*Repeat Spell* (*Complete Arcane*): Due to the nature of strategist spells, repeating the same spell in the same area only increases the duration of any ongoing effect by an additional round. Furthermore, targets usually leave the area of a persistent effect after the first round.

*Spell Focus* (*conjuration*): Most of the conjuration spells that control the battlefield do not allow saving throws, meaning that the bonus granted by this feat and Greater Spell Focus rarely serve any purpose. Moreover, a strategist casts spells from several schools, so focusing on one rarely provides much advantage.

**Best Spells:** As a strategist, you look for spells that affect your targets by changing the environment around them. As such, your spells cannot be directly resisted with saving throws or overcome with spell resistance. Keep in mind, however, that spells cast on an object in possession of a creature that has spell resistance must still overcome that resistance to take effect. Most of your spells come from the conjuration school.

*1st—Grease:* A handy spell that can trip up to four Medium or Small targets (more if they share the same space). Remember that creatures standing up from prone provoke attacks of opportunity. Held objects get no saving throw against this spell, and a creature must succeed on a Reflex saving throw or drop the object.

*2nd—Web:* The ultimate strategist spell. Targets who successfully make their saving throw must still push their way through the gluey fibers with Strength or Escape Artist checks. Even better, spell resistance is completely ineffective against the effect.

*3rd—Stinking Cloud:* This is really two spells in one. The primary effect creates a bank of fog that nauseates everybody within the spread while also simulating the effect of a *fog cloud* spell. The nauseating fog can be resisted with a saving throw, but the concealment cannot. *Stinking cloud* naturally gives way to *cloudkill* when 5th-level spells become available.

*4th—Evard's Black Tentacles:* A devastating spell that crushes the life out of your enemies. *Greater invisibility* also presents a good choice at this level, effectively hiding your involvement during any battle.

*5th—Telekinesis:* Despite the saving throws permitted by this spell, no single transmutation can control a battlefield more effectively. This spell has three possible applications that can be used as needed, allowing the caster to choose between a combat maneuver, a sustained force, or a violent thrust.

*6th—Globe of Invulnerability:* A strategist's dream, this abjuration prevents spells of 4th level or lower from affecting you and anyone in a 10-foot radius around you, while allowing spells of any level to be cast out of the globe without difficulty.

*7th—Waves of Exhaustion:* All creatures caught within a 60-foot cone-shaped burst are rendered exhausted with no saving throw. A strategist should be more than willing to explore necromantic options to gain this kind of power.

*8th—Field of Ice Razors* (*Spell Compendium*): Razor-sharp ice crystals rise out of the ground, selectively dealing cold and piercing damage to any creature within long range that is no more than 60 feet apart. In addition, all affected creatures must reduce their speed by 20 feet for 1 round per level.

*9th—Time Stop:* A standard spell for any high-level strategist, commonly used either to shore up his magical defenses or to cast several area spells on his enemies that outlast the apparent duration of this spell.

*Least Invocation—Miasmic Cloud* (*Complete Arcane*): This invocation is great for protecting yourself, since it provides concealment and also fatigues creatures other than you who enter the area. *Summon swarm* is another good option.

*Lesser Invocation—Wall of Gloom* (*Complete Arcane*): The wall provides total concealment for those more than 5 feet away, effectively cutting the battlefield in half.

*Greater Invocation—Nightmares Made Real**: Not only does this invocation slow down and injure your enemies, it gives you a chance to hide from their attacks.

*Dark Invocation—Eldritch Doom* (*Complete Arcane*): Cover one of the warlock's shortcomings—the inability to deal with groups of enemies effectively—by turning your eldritch blast against all nearby targets.

**Spells to Avoid:** A strategist must always remain aware of the larger tactics in play during a battle and choose his spells accordingly. Your purpose is lost when choosing spells that target single creatures, especially if you have a limited number of spells known.

*Control Weather*: Although this spell certainly represents a powerful option for a strategist, the 10-minute casting time and 1- minute weather adjustment period make it impractical for all but the most large-scale battles (when the time and place are known in advance).

*Power Word spells* (*Player's Handbook, Races of the Dragon*): Even though eliminating a single target can sometimes change the course of events in a battle, any spell that begins with the phrase "*power word*" is too narrow a focus for a strategist.

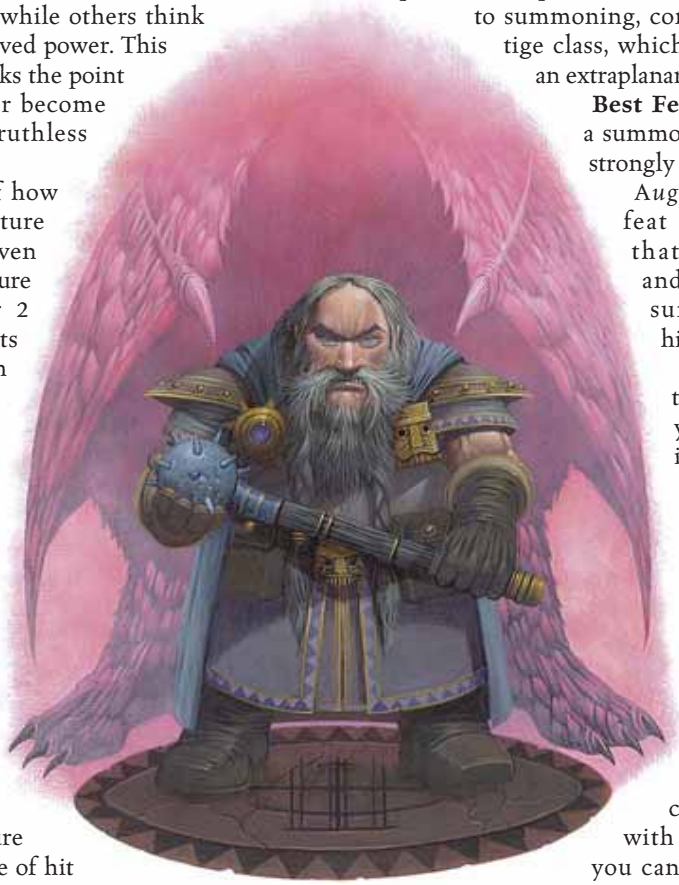
*Silent Image:* Despite the fact that illusion spells, starting with *silent image* and progressing up through the levels from there, can help a strategist control events on the battlefield, these spells' effects are always hit-or-miss, with one saving throw that can negate the effect.

## SUMMONER

Your will is supreme, and the creatures that serve you understand that intuitively, throwing themselves at your opponents with abandon and running interference so that you can cast spells with impunity. You are the master, and they are your minions. The clarity and simplicity of this relationship is your personal addiction.

**Personality:** Every summoner knows that the creatures he summons don't really die when defeated. The reality is, however, that even if the opposite were true, summoners would not abandon their profession. The creatures that fight for them do so with unchecked ferocity. Summoners casually wield the ability to call servants that carry out their wishes over and over again, heedless of personal cost. Some consider their dominion over their summoned creations to be an awesome responsibility, while others think of it merely as heartily deserved power. This difference of perception marks the point at which summoners either become compassionate leaders or ruthless dictators.

**Strengths:** Regardless of how powerful a summoned creature might be in relation to a given opponent, as long as that creature harries your enemy for 2 or 3 rounds, it has served its purpose admirably. Although summoning creatures that have the strength and power to defeat your enemies is preferable, their real purpose is to keep the enemy occupied while you and your party bring even more offensive power to bear. (In this way, a summoner functions much like a strategist, described above.) Summoned creatures can also cover a strategic retreat or create a distraction so that an injured companion can be helped. A summoned creature might even become a reserve of hit points with the help of a *vamipiric touch* spell.



*Summoners have a supreme will that creatures intuitively serve*

**Weaknesses:** Casting spells that send summoned creatures into battle might prevent some of the more powerful area spells from being cast at the same time. Although it's certainly not out of the question to cast such spells regardless, one has to question the purpose of even summoning the creatures in the first place—unless the creatures are immune to the area attack, which would certain be a valid tactic.

**Best Classes:** Conjurer is a natural choice for a wizard summoner, as is progressing as a wu jen (Complete A*rcane*) who consistently devotes his spell secrets to *summon monster* spells. Although the sorcerer-summoner suffers from a limited number of spells known, taking *summon monster* at every available level—and swapping out the lower-level versions when they are no longer useful—can prove rather effective. A bard can augment summoned creatures with his music, but gains higher-level *summon monster* spells at such a slow rate that his creatures' power level becomes comparatively ineffectual.

**Best Prestige Classes:** For a summoner willing to contact the Far Realms to augment his power, the alienist prestige class (*Complete Arcane*) has much to offer. Not only does the familiar of a summoner continue to progress in this prestige class, but the character doesn't miss out on a single spellcast¬ing level. The compromise, however, is that the summoner becomes more and more detached from reality as he accrues penalties to specific Charisma skills. For a saner approach to summoning, consider the thaumaturgist prestige class, which eventually results in gaining an extraplanar companion as a cohort.

**Best Feats:** These feats help augment a summoner in his chosen role and are strongly recommended.

*Augment Summoning:* This is a feat tailor-made for summoners that significantly strengthens and toughens the creatures you summon without taking up a higher-level spell slot.

*Extend Spell:* A standard feat that doubles the duration of your summoning spells, binding them to your service for twice as long. Sudden Extend (*Complete Arcane*) might be even more useful, though it forces the tough decision of when to use it.

*Improved Familiar* (*Dungeon Master's Guide*): As a summoner, you can't surround yourself with enough powerful creatures to keep your opponents occupied while you lambast them with offensive spells. The hardier you can make your familiar, the better. For additional options, see also the Combat Familiar and Lurking Familiar feats in *Player's Handbook* II.

*Rapid Spell* (*Complete Divine*): Don't underestimate the value of reducing that 1-round casting time to a standard action. Not only does this let you add in a move action during the round, but it also greatly reduces the chance of your spell being interrupted.

*Spell Focus* (*conjuration*): Although this feat is not really helpful for any of your summoning spells, it is a necessary prerequisite for Augment Summoning and the prestige classes recommended above.

**Feats to Avoid:** Although these feats retain some functionality for the summoner, their application is limited at best.

*Greater Spell Focus* (*conjuration*): Since you are primarily a summoner, taking this feat doesn't help your purpose unless it is a prerequisite for more powerful summoning feats.

*Spell Penetration:* Summoning spells manifest creatures that attack your enemy, a process that cannot be affected in any way by spell resistance.

**Best Spells:** For a summoner, taking *summon monster* I through *summon monster* IX is a foregone conclusion. The following list of spells assumes that the *summon monster* spells are taken in additional to these suggestions. Most of your spells come from the conjuration school.

*1st—Unseen Servant:* One of the most underestimated and eminently practical spells in the game. The invisible form created by this conjuration can save your neck in more than a few difficult situations. For example, while *unseen servant* cannot effectively trigger traps with the 20 pounds of force it is capable of applying, it can certainly drag 100 pounds of weight through a trigger area.

*2nd—Summon Swarm:* A handy spell that nauseates your target while simultaneously subjecting it to disease, poison, or wounding attacks (depending on whether you prefer swarms of bats, rats, or spiders).

*3rd—Vipergout* (*Spell Compendium*): This truly disgusting spell enables you to literally spit celestial or fiendish viper snakes from your mouth, holding them back until needed or spewing nearly all of them out in a single round.

*4th—Dimensional Anchor:* This spell is instrumental in preventing creatures that are summoned using the *planar binding* spells from escaping with teleportation or dimensional shifting abilities. Any summoner planning to use a *planar binding* spell would be wise to learn an appropriate *magic circle* spell to strengthen the trap as well.

*5th—Summon Undead V* (*Spell Compendium*): This is the first level of undead summoning at which the caster can choose between creatures that are neither skeletons nor zombies. A wizard summoner can afford to add all five *summon undead* spells to his spellbooks, but a sorcerer might want to be more selective.

*6th—Planar Binding:* The spell lets you attempt to trap up to three outsiders of no more than 12 Hit Dice, which can then be forced to do your bidding. This kind of coercion, however, becomes much easier if the outsider is offered a reward or bribe. *Lesser planar binding* and *greater planar binding* also have their uses if you are not limited by spells known.

*7th—Dragon Ally* (*Spell Compendium*): What could be more impressive than producing a dragon? This spell calls a single dragon of up to 22 Hit Dice that barters for its service in exchange for gold, gems, or both.

*8th—Fierce Pride of the Beastlands* (*Spell Compendium*): For absolutely no XP or gp cost, this spell summons 2d4 celestial lions into your service, followed by 1d4 celestial dire lions 10 minutes later. Depending on your alignment, the alternatives to this spell, *abyssal army, heavenly host,* and *hellish horde,* are all available to you as 9th-level spells.

*9th—Call Marut* (*Spell Compendium*): Despite the 500 XP cost of this conjuration, few spells conjure forth a more reliable or powerful ally to serve your cause for 1 hour.

**Spells to Avoid:** Summoners have most of their spells plotted out for them. Despite the seemingly predictable direction your choices might take, try to avoid the following two spells, especially if you have a limited number of spells known.

*Mount:* Unless you anticipate that a 75 gp light horse or 30 gp pony will be difficult to acquire, this spell is not worth the investment. If you are in need of a horse that can be summoned out of thin air, it's better to wait for the *phantom steed* spell.

*Vile Death* (*Spell Compendium*): Unless your intention is to set free the fiend you summon from the Abyss into an undead body, this spell guarantees no service to the spellcaster. It's far more practical to open with a persuasive offer or bind the creature until it agrees to serve you in some capacity.

## WARRIOR

Where most arcane spellcasters are physically frail and need to be protected by their companions, you have never accepted the weaknesses of your profession. In fact, your party is hard pressed to keep you out of the fight. You feel the most alive in combat. Magic is your melee weapon, which you use to shore up any perceived weaknesses.

**Personality:** Warriors are not satisfied to merely cast spells from behind the front line of fighters. They want to be the front line and have the fighters back them up. Warriors represent a decidedly aggressive variety of arcane spellcaster. They are not above augmenting party members with their spells, but always boost themselves first. This might seem like selfish behavior, especially when there are already able-bodied melee fighters in a party, but the warrior strives to hold his own in combat. If there's one defining quality that every member of this archetype shares, it's that they all have something to prove.

**Strengths:** Unlike a fighter, who stands out with his swords and armor, the warrior is an unassuming spellcaster who can appear to be far less threatening than she is. This gives warriors the element of surprise when their arcane-assisted prowess surfaces without warning. Warriors regularly exploit the powerful advantage that lies in others' tendency to underestimate them.

**Weaknesses:** Any warrior spellcaster must find a way to overcome or otherwise cope with the drawbacks of a low base attack bonus, low AC, and/or low hit points. If you can't find a way around at least two of these disadvantages, you're better off avoiding this archetype.

**Best Classes:** Other than the duskblade (*Player's Handbook II*), no arcane spellcaster can effectively pursue this role without some early multiclassing. Even a single level of fighter or barbarian can dramatically extend the life span (and utility) of a sorcerer or wizard bent on becoming a warrior. That said, with the right spell selection, any arcane caster can eventually achieve the ability to hold his own in a fight. The sorcerer probably has an edge on the wizard, since his ability to cast the same few spells many times per day grants him an edge over the wizard's versatility. Both the warmage and the bard enjoy better AC and hit points than a typical arcane spellcaster, but they lack the spell selection required to shine in this role. The hexblade (*Complete Warrior*) is certainly a viable warrior candidate, but the class has only limited arcane spellcasting power.

**Best Prestige Classes:** For warriors who are strictly devoted to fighting, the eldritch knight, however straightforward, offers a fighter's base attack bonus while only giving up two levels of spellcasting: one to pick a melee class proficient with all martial weapons and one within the prestige class.

The spellsword (*Complete Warrior*), while only gaining spellcasting at every odd-numbered level, grants a fighter's base attack bonus, an increasing knack to ignore spell failure, and the ability to channel spells into a weapon as a move action. Lastly, the power-hungry warrior knows very well where great power lies: In this arena, the master transmogrifist (*Complete Arcane*) reigns supreme.

**Best Feats:** These feats help augment the warrior in his chosen role and are strongly recommended.

*Battle Caster* (*Complete Arcane*): Extremely useful for bards, warmages, and any other arcane caster able to ignore spell failure chance from armor. When paired with mithral full plate armor, this feat provides a +4 boost to AC over a mere chain shirt.

*Combat Casting:* Casting spells in the middle of melee combat inevitably provokes attacks of opportunity. This feat helps to ensure that your spells won't be spoiled by an errant attack.

*Craft Magic Arms and Armor:* As a warrior focused on augmenting your own combat potential, you take advantage of this feat to fulfill specific weapnry needs.

*Extend Spell:* A warrior wants to reap the benefits of his ombat spells for several battles in one day. This feat helps you make the most of your spells per day.

*Practiced Spellcaster* (*Complete Arcane*): Useful for hexblades and any multiclass spellcaster, a common choice of this archetype.

*Warriors have never bought into the weakness of their profession*

**Feats to Avoid:** Although these feats retain some functionality for a warrior, their application is limited at best.

*Power Attack:* Even if your Strength is high enough to qualify for this feat, you don't have the base attack bonus to spare unless you're a hexblade or a duskblade.

*Spell Focus* (*transmutation*): Warriors are the primary targets of their own spells. This feat should be considered only if you learn offensive transmutation spells.

*Spell Penetration:* Warrior spells are primarily personal, meaning the caster can always lower his spell resistance (if he even has such an ability) as a standard action.

**Best Spells:** As a warrior, you seek spells that strengthen your character's ability to repel the enemy, withstand the enemy, and deal damage. Spells that turn you into an unstoppable force of wanton destruction are high on your list. Most of your spells belong to the transmutation school.

*1st—Enlarge Person:* Assuming you don't need *mage armor* for the AC boost, the reach and extra damage this spell gives you are very attractive. Combine this spell with the swift action casting time of *masters touch.* (*Spell Compendium*), and your character suddenly has a reason to carry a greatsword.

*2nd—Bull's Strength:* Every bonus on attack and damage helps when trying to keep up with clerics and fighters in melee combat. Taking *mass bull's strength* later on might help improve your relationships with other party members.

*3rd—Displacement:* Yes, *haste* is attractive, but halving the damage you take in a battle is better for long-term survival. *Vampiric touch* is also a great choice—it hurts your foe while helping you.

*4th—Trollform* (*Player's Handbook II*): Why bother with a sword when you can rend with a pair of horrific claws? The swift action casting time means you can get right to the fight. Granted, *polymorph* has a longer duration and more options, but sometimes these aren't worth the adjudication headaches created by this complex effect. If you prefer your own form, go with *stoneskin* instead.

*5th—Draconic Might* (*Spell Compendium*): When a single spell grants a +4 bonus to Strength, Constitution, Charisma, and natural armor, along with immunity to magic sleep effects and paralysis, a warrior rarely has to think twice. Sorcerers cast this spell at +1 caster level.

*6th—Tenser's Transformation:* If you ever felt like you couldn't keep up with fighters before, this spell not only closes the gap, but it leaves fighters in the dust. Be sure to keep that magic greatsword handy—you know, the one you specifically crafted for this spell.

*7th—Body of War* (*Spell Compendium*): You transform into a huge warforged titan with all the special abilities and attacks that come with the form, not to mention a desire for battle that rivals your own. Few spells warrant giving up your ability to cast spells . . . but this one does.

*8th—Lightning Ring* (*Spell Compendium*): You become a crackling corona of electricity, damaging any creature that

dares stand adjacent to you while also discharging two 5d6 lightning bolts as a free action per round.

*9th—Dragonform* (*Player's Handbook* II): Three words: Huge. Red. Dragon. The extra 150 hit points don't hurt, either. If you're up for the challenge, *shapechange* also offers a lot of potential.

**Spells to Avoid:** Warriors have to be careful about how they augment themselves. The advantages of taking any one spell over another must outweigh the disadvantages, especially if you have a limited number of spells known.

*Death Armor* (*Spell Compendium*): Any spell that relies on creatures striking you to deal reactive damage is a bad idea at low levels. You don't want to take damage at all until you gain access to spells that grant damage reduction.

*Iron Body:* You are better off with *body of war* (*Spell Compendium*) one level lower, assuming the battlefield is large enough to accommodate a Huge creature. If not, *iron body* is the next best option.

*Primal Form* (*Spell Compendium*): Although the earth form grants 5 points of damage reduction, the sacrifice of not being able to cast additional spells is too great.

## FILLING THE GAP

The standard adventuring party encompasses four basic roles: the warrior, the expert, the divine spellcaster, and the arcane spellcaster. Each of these roles contributes vital elements to the party's survival, and a group that is missing any one of those roles can be hard-pressed to meet the same level of challenges.

However, arcane spellcasters are a diverse lot, as demonstrated by the various archetypes and the wide variety of arcane spellcasting classes and prestige classes available. Thus, it is possible for an arcanist to fill in for any one of the other roles in a party—or even to build a party consisting entirely of arcane spellcasters without actually sacrificing any of the four roles. Below is a discussion of how an arcane spellcaster can fill any of the other three roles within an adventuring party, and what adjustments are needed on the part of other party members to compensate.

**Warrior:** An arcane spellcaster can certainly deal out damage to enemies, but his low hit points, low base attack bonus, and poor Armor Class make him a poor candidate for the warrior's role. With the right choice of class and a few adjustments, however, an arcane spellcaster can fit into the warrior's role. The warrior archetype, described above, explains a variety of ways to achieve this.

Any arcane warrior, however, rarely has the sheer melee damage-dealing capability of a fighter or barbarian. A party that includes such a character should also have at least one other character capable of stepping up to the front line.

**Expert:** The bard makes the best arcane expert, since he shares many of the rogue's class skills. Furthermore, the bard has access to a wide range of "toolbox" spells that allow him to overcome or even ignore obstacles. A party with a bard filling this role, however, likely needs another reliable source of damage, since he lacks the rogue's sneak attack.

A wizard or sorcerer functioning as a toolbox caster might be able to fill the expert's role based on his spells alone. *Knock*, *invisibility*, *unseen servant*, and other utility spells can compensate for the caster's lack of skills, particularly if she ensures constant access to them through wands or scrolls. However, this use of spells does represent a considerable drain on magical power and on money as well.

The spellthief (*Complete Adventurer*), while not an actual spellcaster, specializes in stealing spells and magical effects and also shares many of the rogue's strengths.

**Healer:** This role is perhaps the hardest for an arcanist to fill, since arcane casters rarely have access to healing magic. The exception is the bard, whose spell list includes all the *cure* spells, plus spells to deal with poison and even one that temporarily restores a dead person to life (*revenance*; see Spell *Compendium*). Rather than spending his own spell slots on these effects, though, the bard should supplement his curing power by packing the right wands and scrolls. A high-level bard's Use Magic Device modifier is likely enough to utilize any divine scrolls the party might need.

As effective as the bard might be at healing, he still lacks any of the cleric's control over undead. A necromancer or dread necromancer (*Heroes of Horror*) in the party can compensate for the lack of turning ability with his power to control undead, and *halt undead* should be part of an arcane caster's repertoire in any case.

### ARCANE GROUPS

For a real change of pace, try putting together an adventuring party composed entirely of arcane spellcasters. In the examples below, each class is followed by an archetype from the list presented elsewhere in the chapter. As in any group that doesn't adhere to a traditional array of PCs, some characters must be prepared to fill in for others at a moment's notice—be sure to carry some extra potions, scrolls, wands, and the like.

**Example 1:** *Bard* (booster), *conjurer* (summoner), *hexblade* (warrior), *warmage* (blaster).

The hexblade, assisted by the conjurer's summoned minions, holds the front line while the warmage eliminates the enemy. The bard serves primarily as healer and booster, but can also fight alongside the hexblade.

**Example 2:** *Beguiler* (controller), *diviner* (spy/generalist), *duskblade* (warrior/sniper), *transmitter* (strategist).

This party prefers to keep its enemies at bay, using the beguiler's control spells and the transmuter's terrain-shifting effects to limit melee combat. The duskblade is equally adept at fending off melee attackers and sniping from a distance, while the diviner fills in for the missing expert with a variety of problem-solving and information-gathering spells.

**Example 3:** *Dread necromancer* (necromaster), *illusionist* (spy/strategist), *sorcerer* (blaster), *warlock* (sniper).

The dread necromancer sends in undead minions to keep enemies busy while the sorcerer and warlock take out foes with blasts of arcane power. Thanks to the illusionist, of course, this party's enemies (well scouted before the fight) never even know what hit them.

No spellcaster is quite like another. They are defined and separated not merely by class, but by spell selection, specialization, feats, and career paths. Every choice an arcanist makes during his advancement—and every choice a player or DM makes in designing a character—shapes and molds him into something unique.

Now that you have gained some insight into the philosophies and nature of arcane magic, it's time to put that knowledge to practical use. The following options allow further customization of arcanist characters, from bard to wizard, sorcerer to wu jen.

The chapter begins with a selection of alternative class features that focus on heightening a character's arcane nature. The remainder of the chapter presents a wide range of feats for arcane-minded characters.

While this chapter proposes a plethora of new and exciting materials, it is not simply a random collection of cool new options. Each option enhances and expands upon the theories and nature of arcane magic or focuses on an aspect or a detail of mystical practice. This approach allows even the most esoteric of these options to fit seamlessly into campaigns, thereby adding to the rich tapestry of myth and lore that the mortal races use to explain the unexplainable.

## ALTERNATIVE CLASS FEATURES

Your choice of a class delineates some of the most important aspects of your D&D character. With a class comes a specific role in the party, essential mechanical attributes such as base attack bonus and base save bonuses, and a host of special abilities that define the character. It is possible, however, to alter a class slightly to provide a new playing experience.

This section provides alternative class feature options for the eleven classes from the *Player's Handbook*, as well as some classes from supplements. Many of these alternative class features grant a minor arcane talent or twist to a character, while others provide some protection against the tactics commonly used by arcane spellcasters.

These abilities replace class features found in the original class description on a one-for-one basis. If you have already reached or passed the level at which you can take the ability, you can use the retraining option described in *Players Handbook* II to substitute the alternative class feature for the normal one gained at that level.

*A paladin uses divine counterspell to thwart an enemy wizard*

## ALTERNATIVE CLASS FEATURE NAME

A general description of the ability and why you should consider it.

**Class:** The class or classes that can select this class feature.

**Level:** The alternative class feature can be selected only at this level. In some cases, different levels might be given for different classes.

**Special Requirement:** Any special requirements that you must meet before selecting the alternative class feature.

Many of the alternative class features described here require 1 or more ranks of a Knowledge skill. Since skill ranks are purchased before class features are selected (PH 58–59), you can meet this requirement at the same level that you gain the alternative class feature.

**Replaces:** The ability that you must sacrifice to gain the alternative class feature.

**Benefit:** The mechanical *effects* of the new ability.

## ARCANE HUNTER

Rangers learn to track and hunt creatures of a certain type when choosing a favored enemy. Some rangers concern themselves less with what a creature is, and more with what it does. These rangers learn to identify signs of the arcane and make it their business to combat those who use arcane magic in opposition to their goals.

**Class:** Ranger.

**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** At 1st level, you do not select a favored enemy from Table 3–14 in the *Player's Handbook*. At 5th, 10th, 15th, and 20th level, you can choose favored enemies as normal.

**Benefit:** At 1st level, you gain favored enemy (arcanists). This feature works just like the favored enemy ability (PH 47). The bonuses granted apply to any character capable of casting arcane spells or using invocations (but not other spell-like abilities).

## ARCANE STUNT

Every swashbuckler relies on his agility and quick wit to get him out of scrapes. Some take this a step farther, learning magical tricks that boost their mobility or defense.

**Class:** Swashbuckler (see *Complete Warrior*).

**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You lose the grace class feature and all later improvements to that ability.

**Benefit:** Choose one of the following spells: *blur*, *expeditious retreat*, *feather fall*, *jump*, or *spider climb*. You can use that spell-like ability as a swift action (or, in the case of *feather fall*, as an immediate action); the duration of the spell is reduced to 1 round. Your caster level is equal to your swashbuckler level.

At 11th level, you can choose a second spell-like ability from the list above, and the benefit gained from both of these spell-like abilities lasts for 2 rounds. At 20th level, you can choose a third spell-like ability, and the benefit of each one lasts for 3 rounds.

You can use this ability a number of times per day equal to 1 + your Int modifier (minimum 1/day). Regardless of the number of arcane stunts you *possess*, the same total daily limit applies to their use—that is, each day, an 11th-level swashbuckler with an Intelligence of 14 could use one of his spell-like abilities three times or one ability twice and the other once.

## ARMORED MAGE

Rare is the fighter who hasn't envied the wizard's bag of magical tricks. Although even the most basic arcane spell remains beyond a fighter's abilities, those who aspire to such talents can, with practice, learn to cast simple arcane spells while wearing light armor. On its own, this alternative feature grants little benefit to a single-classed fighter; only in conjunction with one or more levels of sorcerer, wizard, or a similar arcane spellcasting class does this ability come into play.

**Class:** Fighter.

**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You lose proficiency with medium armor and heavy armor.

**Benefit:** Choose one arcane spellcasting class, such as sorcerer. You can avoid any chance of arcane spell failure for spells gained from this class as long as you restrict yourself to light armor and light shields. This training does not extend

to any other form of armor or shields, nor does this ability apply to spells gained from other spellcasting classes.

This benefit applies only to spells of a level equal to or lower than your fighter class level + 1.

## CURSE BREAKER

Most paladins use their divinely granted powers to combat diseases that plague their allies. Paladins with an interest in the arcane—particularly those who battle necromancers—sometimes prefer to learn to counteract the effects of magical curses.

**Class:** Paladin.

**Level:** 6th.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You do not gain the *remove disease* spell-like ability or any later improvement of that ability.

**Benefit:** At 6th level, you can produce a *remove curse* effect, as the spell, once per week. You can use this ability one additional time per week for every three levels beyond 6th (twice per week at 9th, three times at 12th, and so forth).

Beginning at 12th level, you can spend two of your weekly uses to produce a *break enchantment* effect, as the spell.

These are spell-like abilities.

## DIVINE COUNTERSPELL

Although the ability to turn undead is arguably a defining cleric characteristic, some clerics (and paladins) find that they can be even more effective crusaders by opposing evil spellcasters. The ability to negate an enemy spellcasters magic grants a character an unexpected edge.

**Class:** Cleric or paladin.

**Level:** 1st (cleric) or 4th (paladin).

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You do not gain the ability to turn or rebuke undead.

**Benefit:** You gain the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using *dispel magic* to counter the spell, except that you add your cleric level (instead of your caster level) to the d20 roll. You don't need to identify the spell the opposing spellcaster is casting to make the attempt.

If you don't have a cleric level, use your effective cleric level for the purpose of turning undead. For example, a paladin would normally turn undead as a cleric of three levels lower; his effective cleric level for counterspelling is equal to his paladin level – 3.

You can attempt to counterspell a number of times per day equal to 1 + your Cha modifier.

A character with 5 or more ranks in Knowledge (arcana) gets a +2 bonus on counterspelling attempts when using this ability.

## DIVINE MAGICIAN

Deities influence the world through the divine spells they grant their worshipers. Some clerics, however, choose to explore magical powers beyond those commonly provided by the gods. By giving up some of their divine power, these clerics gain access to spells normally beyond their abilities.

This class feature can be chosen only once.

**Class:** Cleric.

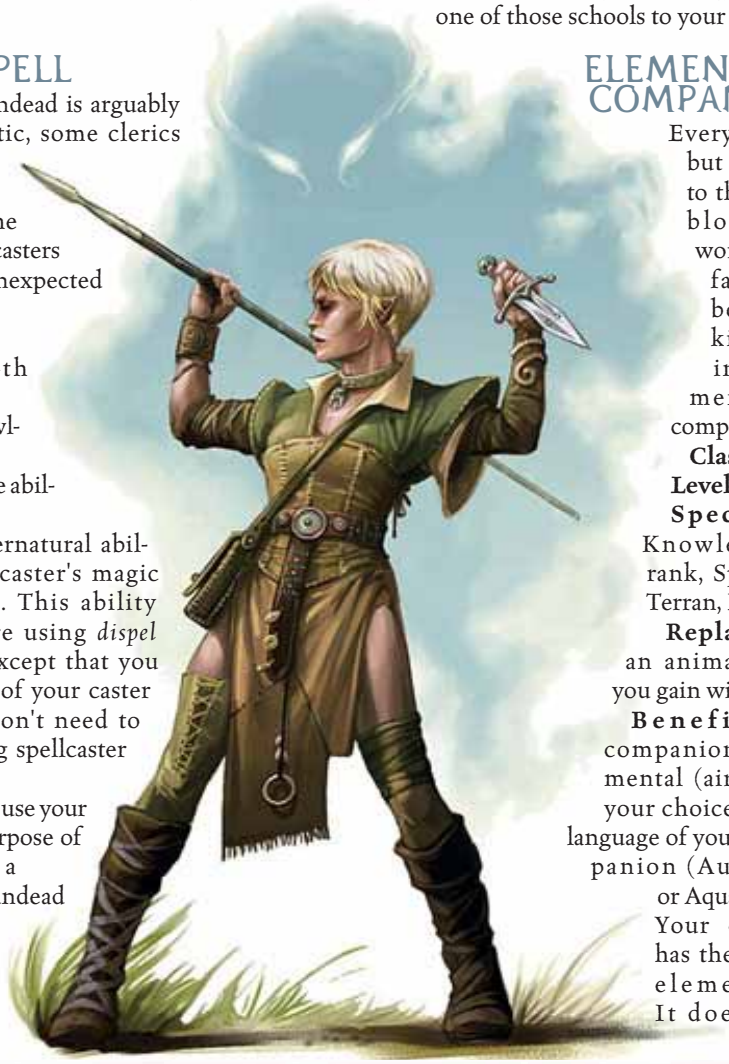
**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You gain only one domain (including spells and granted power) at 1st level, rather than two.

**Benefit:** You can add one 1st-level abjuration, divination, or necromancy wizard spell to your cleric spell list.

Each time you gain the ability to cast a new level of cleric spells, you can add a single wizard spell of the same level from one of those schools to your cleric spell list.



*A druid and her air elemental companion*

## ELEMENTAL COMPANION

Every druid reveres nature, but some pay more respect to the fundamental building blocks of the natural world than to its flora and fauna. By forgoing his bond with the animal kingdom, a druid can instead take on an elemental creature as his companion.

**Class:** Druid.

**Level:** 1st.

**Special Requirement:** Knowledge (the planes) 1 rank, Speak Language (Auran, Terran, Ignan, or Aquan)

**Replaces:** You do not gain an animal companion, nor do you gain wild empathy.

**Benefit:** You gain the companionship of a Small elemental (air, earth, fire, or water; your choice). You must speak the language of your chosen elemental companion (Auran, Terran, Ignan, or Aquan, respectively).

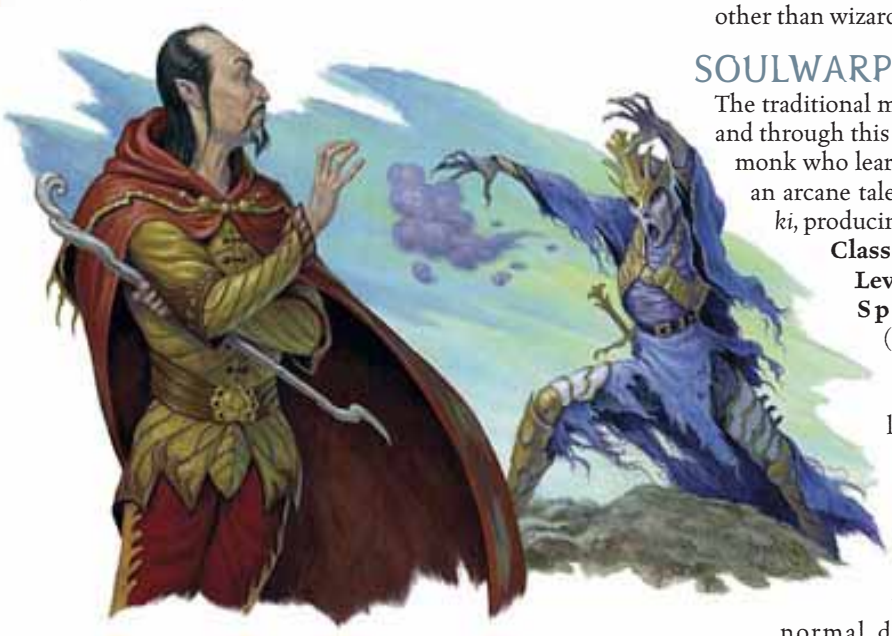
Your elemental companion has the normal statistics of an elemental of its kind. It does not gain any

extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow your spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack.

At 4th level, your elemental grows into a Medium elemental of the same kind. Its statistics change appropriately.

At 10th level, you can choose for your elemental companion to grow to a Large elemental of the same kind, with the appropriate changes to its statistics. If you choose for your elemental to remain Medium, it instead gains 2 HD, +2 Strength, +2 Constitution, and damage reduction 5/—.

At 16th level, you can choose for your elemental companion to grow to a Huge elemental of the same kind, with the appropriate changes to its statistics. If you choose for your elemental to remain at its current size, it instead gains an additional +4 HD, +4 Strength, +4 Constitution, and damage reduction 5/—. All these benefits stack with existing statistics except for the damage reduction.



*A focused abjuration specialist can counter almost any spell*

## FOCUSED SPECIALIST

Every wizard who calls himself a specialist takes pride in wielding his preferred form of magic. Those who are exceptionally pure of purpose take this specialization to an entirely new level, disdaining breadth of skill in favor of even greater focus.

**Class:** Wizard.

**Level:** 1st.

**Special Requirement:** You must be a specialist wizard.

**Replaces:** You lose one spell slot from each level of wizard spells you can cast. If you later gain the ability to cast higher-level wizard spells, you lose one spell slot from each new level of spells you can cast.

You must also choose another prohibited school of magic, which can't be divination.

**Benefit:** You can prepare two additional spells of your specialty school per spell level each day. These extra spells are in addition to those normally granted to a specialist wizard.

This benefit doesn't apply to spells gained from classes other than wizard.

## SOULWARP STRIKE

The traditional monk seeks balance in body, mind, and soul, and through this equilibrium gains various combat talents. A monk who learns the secret of the soulwarp strike masters an arcane talent of necromancy that infects his enemy's *ki*, producing an effect akin to terrible sickness.

**Class:** Monk.

**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You do not gain the monk bonus feat normally acquired at 1st level.

**Benefit:** You know how to channel necromantic energy into your unarmed strikes. You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). In addition to dealing its normal damage, your unarmed strike renders

## A WIZARD DESCRIBES PREPARING A SPELL

Have you ever seen a scribe readying a page to copy a piece of text? The scribe scrapes the sheet clean, then carefully traces out perfectly straight lines to contain the text and set it in order. Finally, the scribe sharpens a quill and carefully forms each letter in the text, stringing the characters together to form words, paragraphs, and finally the whole page.

Preparing a spell is like that.

I have my spellbooks, the original manuscript. I begin the processes by resting my mind and body, erasing the detritus from the previous day. Sleep wipes my mental parchment clean. When I awake, a focus for a while. I cast off the details left over from my dreams and set my thoughts in order, just like a scribe setting the rules and margins *on* a page. When I finish, I have built a mental structure for my spells. This is the essence of magic. As I have continued to hone my magical art, I find I can create more and more mental pages to contain my spells.

When I have created as many blank pages as my mind can hold, I turn to my spellbook and copy the spells I need. I don't use pen and ink, of course, I carefully review the arcane formulae recorded in the book and fill the empty structures in my mind with magical power. There's no feeling quite like finishing preparation for a spell. Thoughts swirl like autumn leaves through my mind. By sheer force of training and will, I force those mental leaves into motes of arcane power. The motes collect on the framework like beads of dew on a spider's web. The final result is a thing of stunning and sublime beauty. With every breath I take, I can feel the structure thrum with power.

any living creature nauseated for 1 round, or sickened for 1 round if it succeeds on a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier).

You can use this ability a number of times per day equal to your monk level, and no more than once per round. Creatures immune to necromancy effects (such as constructs) are unaffected by this ability.

## SPELL REFLECTION

Many masters of stealth share the signature talent to avoid explosive blasts of magical energy. It takes only a little training, however, to twist this defensive flair into the ability to reflect magical attacks back upon their creator"

**Class:** Monk, ranger, rogue, or scout.

**Level:** 2nd (monk or rogue), 5th (scout), or 9th (ranger).

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You do not gain evasion. (If you would later gain improved evasion as a special ability, you gain evasion instead.)

**Benefit:** You gain the supernatural ability to reflect magical attacks back on their caster. If an enemy misses with a spell or spell-like ability aimed at you, you can use an immediate action to redirect the effect back at its originator. The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack). If it hits, the caster is subject to the normal effect of the spell or ability.

*Lidda's spell reflection ability turns a scorching ray back on its caster*

For example, if a 3rd-level wizard missed you with a *scorching ray*, you could use an immediate action to redirect the ray back to the wizard. The wizard would immediately make a new ranged attack roll (using the same modifier) against his own touch AC; if the attack succeeds, the *scorching ray* deals its normal damage to the wizard.

This effect applies only to spells and spell-like abilities that require an attack roll. Other spells and spell-like abilities that affect a target aren't subject to this reflection.

If a single spell or ability misses you more than once at the same time (such as *scorching ray* cast by a high-level caster), you can redirect each portion of the spell that missed. Using the example above, if you were missed by two of the three rays from an 11th-level wizard's *scorching ray* spell, you could redirect only those two rays (but not the one that hit).

You can use this ability a number of times per day equal to 1 + your Dex modifier (minimum 1/day).

## SPELL SENSE

Most barbarians and rogues have a preternatural awareness of danger, whether the threat of a nearby invisible attacker or the hidden peril of a spear trap. Some, however, fine-tune this ability to focus on magical attacks, granting them the ability to dodge the orbs, rays, and *eldritch blasts* of their enemies.

**Class:** Barbarian or rogue.

**Level:** 3rd.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** You do not gain the trap sense class feature (or any later improvements to that class feature).

**Benefit:** Beginning at 3rd level, you gain a +1 dodge bonus to your AC against spells and spell-like abilities. This bonus increases by 1 for every three barbarian or rogue levels thereafter (to +2 at 6th level, +3 at 9th level, and so on to a maximum of +6 at 18th level). This is an extraordinary ability.

## SPELLBREAKER SONG

Bards pride themselves on being masters of language and sound. A rare few learn to use their voices to interfere with enemy spellcasters, twisting word and sound to defeat spells before they are cast.

**Class:** Bard.

**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank, Perform (any) 3 ranks.

**Replaces:** You do not gain the countersong bardic music ability.

**Benefit:** You can use your music or poetics to interfere with spells that have verbal components. Doing this costs one daily use of your bardic music ability and requires a standard action to start. Enemy spellcasters within 30 feet of you take a 20% spell failure chance when casting any spell that has a verbal component (as if they were deafened). You can maintain your spellbreaker song for 3 rounds.

This ability follows all the other appropriate rules for bardic music.

## STALWART SORCERER

Most sorcerers hide behind walls of steel, slinging spells at enemies safely distant. You have no patience for such cowards and prefer to be near the front line. Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

If you play a sorcerer with this alternative class feature, consider taking at least one level of fighter and selecting the armored mage alternative class feature (see page 32).

**Class:** Sorcerer.

**Level:** 1st.

**Special Requirement:** Knowledge (arcana) 1 rank.

**Replaces:** Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one). As a 1st-level character, you have one 1st-level spell known rather than two.

When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level. For example, at 5th level, you reduce your 2nd-level spells known from two to one but you gain the previously unavailable 1st-level spell (increasing your 1st-level spells known from three to four).

**Benefit:** You gain extra hit points equal to two times your sorcerer class level. Every time you advance a level, you gain another 2 extra hit points. (So, at 1st level you have 2 extra hit points, at 2nd level you have 4 extra hit points, and so on.)

You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

*"Sorcery? Bah. Anyone can pick up a brush and paint, call themselves an artist even. But only through years of dedication and study can you create a true masterpiece. A sorcerer is like a child with paints, barely understanding what they are doing. I have mastered the art."*

—Mialee the wizard

# FEATS

While spells are certainly the defining characteristic of arcane casters, feats rank a close second. The methodology of spellcasting is an intricate, personal, and vital element of playing a spellcaster. Feats that represent and modify techniques of spellcasting define the differences between one caster and another and grant characters significant advantages in combat and other confrontations.

Most of the new feats presented below are designed to augment the prowess and abilities of spellcasters in general, but several are best suited for specific types of casters. Alacritous Cogitation, for instance, is intended for use by wizards and others who prepare spells, while Rapid Metamagic is more likely to be used by spontaneous casters.

## HERITAGE FEATS

A heritage feat represents a specific ancestry of the character. The player and the DM are encouraged to devise a background story explaining the character's heritage, though the exact source of the ancestral link isn't crucial to the feat's operation (and might remain a mystery to the character).

A character can select a heritage feat at any level. Choosing a heritage feat after 1st level indicates that the ancestral power of the character is only now manifesting itself.

Once a character selects a heritage feat, he can't select another heritage feat unless it has his first heritage feat as a prerequisite. For instance, a character who selects Fey Heritage can't also take Fiendish Heritage, but he could select additional heritage feats that have Fey Heritage as a prerequisite (such as Fey Legacy).

## RESERVE FEATS

*Complete Mage* presents a new category of feat: reserve feats. These feats are usable only by spellcasters, and they employ an unusual form of prerequisite. Reserve feats draw upon the magic inherent in a caster's body and soul, utilizing (but not consuming) energy from available spells to augment the character's already prodigious magical talents.

## USING RESERVE FEATS

Reserve feats are designed to allow spellcasters to stretch their resources over a greater number of encounters. As long as you retain the appropriate spell or spells, you have unlimited access to one or more special abilities, many of which are useful in combat.

Effectively trading a single spell or spell slot for an at-will ability represents an entirely new direction for feats. At a glance the benefit appears extremely potent, and it is. The important distinction is that these feats, in general, don't directly make you more powerful; instead, they allow you to extend your power over more encounters. This in turn allows the party to continue adventuring (rather than call it a day after your spell allotment is exhausted), which translates into the players having more fun.

A reserve feat shouldn't make you appreciably more powerful in a single encounter, and it doesn't make your most potent spells much better. In most cases, a reserve feat's benefit compares to spells two or three levels below the spell kept in reserve. In essence, you get an unlimited low-level spell effect as long as you keep your "big gun" in reserve. This situation encourages tactical use of spell resources—for example, the decision whether to *cast fireball* now or save it for the next fight—without preventing you from doing something interesting every round.

At higher levels, even if the power level of the feat's benefit doesn't compare well to your other spells, don't forget the other advantages that it offers. As supernatural abilities, these benefits don't use components, so you can activate them even while bound or gagged. They can't be countered or dispelled. Arcane spell failure chance does not apply, making the feats attractive to multiclass spellcasters who normally wear armor. Most important, they are unaffected by spell resistance. All told, while a 9d6 burst of fire might not appear to measure up to the average 17th-level wizard's spell complement, it might prove quite useful in any number of situations.

Each reserve feat's primary benefit is a supernatural ability usable at will. Unless stated otherwise, it requires a standard action to activate and does not provoke attacks of opportunity. If a saving throw is allowed, the DC is equal to 10 + the level of the spell allowing the ability's use + the ability modifier you would apply to that spell's save DC. For example, if a wizard with a +3 Intelligence modifier and a reserved 3rd-level sonic spell succeeds on a touch attack using the Clap of Thunder reserve feat, he causes the target to make a successful DC 16 Fortitude save or be deafened.

In addition, each feat provides a caster level boost to a certain category of spells that applies at all times, regardless of whether the character has any spells left to cast.

The primary benefit can only be activated if the caster has a spell of an appropriate variety (of a particular school, subschool, or descriptor) available to cast. The definition of "available to cast" depends on whether the character prepares spells or casts spontaneously from a list of spells known.

A spellcaster who prepares spells each day (such as a wizard) must have an appropriate spell prepared and not yet cast that day. If the character has more than one appropriate spell prepared and uncast, she gains the benefit only from the highest-level spell; she can't gain multiple benefits, or stack benefits, by preparing more than one appropriate spell.

A spellcaster who does not need to prepare spells (such as a sorcerer) must know an appropriate spell and must have at least one unused spell slot of that spell's level or higher. If the character has more than one appropriate spell known, he gains the benefit only from the highest-level spell for which he has an unused spell slot of that level or higher.

If a spellcaster has spells from more than one class, only spell slots that could actually be used to cast the appropriate spell count toward granting this benefit. A bard/sorcerer who knows the appropriate spell only as a bard spell can't use his sorcerer spell slots to qualify for the reserve feat's primary benefit.

Once the spellcaster no longer has an appropriate spell available—either because of casting it, exhausting the appropriate spell slots, or a daily spell selection that does not include that spell—she can't use the feat's primary benefit until she once again has an appropriate spell available for casting. She retains the secondary benefit of the feat, however.

Only actual spells or spell slots allow the character to use the primary benefit of a reserve feat. Spell-like abilities, supernatural abilities, and extraordinary abilities—even if they mimic or duplicate an appropriate spell—do not qualify. Spells that do not have a descriptor until cast (such as the *summon monster* spells) can't be used to gain the primary benefit of a reserve feat.

A spellcaster can key two or more reserve feats off a single spell. For example, if a wizard had the Sickening Grasp and Winter's Blast feats, she could use both primary benefits of those feats if she had a single 3rd-level (or higher) necromancy cold spell prepared and not yet cast. The secondary boosts likewise stack; a spellcaster who has the Aquatic Breath and Drowning Glance feats gains a +2 competence bonus when casting water spells.

*Example:* Consider the feat Mystic Backlash. In order to use the feat's primary benefit, a wizard must have an abjuration spell of at least 5th level prepared and not yet cast. As soon as he casts his last abjuration spell of 5th level or higher, or if he prepares no abjuration spells of 5th level or higher on a given day, he loses the primary benefit of the feat until he once again prepares an appropriate spell.

A sorcerer, on the other hand, need merely have an abjuration spell of 5th level or higher on his spells known list and at least one spell slot of the same level or higher unused for the day. As soon as he casts his last sorcerer spell of 5th level or higher, he loses the primary benefit of the feat until he readies his spells for the next day (or otherwise regains a spell slot of 5th level or higher).

A wizard can take a reserve feat as his bonus feat at 5th, 10th, 15th, or 20th level, in place of a metamagic or item creation feat.

### TACTICAL FEATS

Feats with the tactical descriptor allow characters to perform a number of powerful maneuvers.

If you're playing a character who wants to use a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the situation that the feat enables you to benefit from.

## FEAT DESCRIPTIONS

The feats described in the following section supplement the feats in the *Player's Handbook* and in *Complete Arcane*. Table 2–1 summarizes the prerequisites and benefits of all these feats.

### ACIDIC SPLATTER [RESERVE]

You can channel magical energy into orbs of acid.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have an acid spell of 2nd level or higher available to cast, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest-level acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.

### ALACRITOUS COGITATION

You can leave a prepared spell slot open to spontaneously cast a spell.

**Prerequisite:** Must prepare arcane spells.

**Benefit:** If you leave an arcane spell slot open when preparing spells, you can use that open slot to cast any arcane spell you know of the same level or lower and of casting time no longer than 1 round. Casting the spell requires a full-round action.

You can use this feat only once per day, regardless of the number of slots you leave open.

**Special:** A wizard can select this feat as a wizard bonus feat.

### Table 2–1: New Feats

| General Feats | Prerequisites | Benefit |
|---|---|---|
| Alacritous Cogitation | Must prepare arcane spells | Spontaneously fill open slot with known spell |
| Captivating Melody | Bardic music, ability to cast arcane spells | Expend bardic music to increase the save DC of an enchantment or illusion spell |
| Cloudy Conjuration | Spell Focus (conjuration) or conjurer level 1st | Conjurations accompanied by a cloud of sickening smoke |
| Dazzling Illusion | Spell Focus (illusion) or illusionist level 1st | Enemies within 30 feet dazzled when casting illusion spells |
| Defending Spirit | Watchful spirit class feature | Gain an initiative reroll, +2 dodge bonus to AC after reroll |
| Delay Potion | Knowledge (arcana) 1 rank | Delay the benefit of a potion to activate it later as a swift action |
| Elemental Adept | Elemental mastery class feature | Cast a spell from your chosen element spontaneously |
| Energy Abjuration | Spell Focus (abjuration) or abjurer level 1st | Gain energy resistance when casting abjuration spell |
| Favored Magic Foe | Knowledge 6 ranks or favored enemy class feature | Magic is more effective against a particular creature type |
| Fearsome Necromancy | Spell Focus (necromancy) or necromancer level 1st | Necromancy spells leave foes shaken |
| Hasty Spirit | Watchful spirit class feature | Gain an initiative reroll, extra move action after using reroll |
| Insightful Divination | Spell Focus (divination) or diviner level 1st | Gain bonus on initiative, save when casting divination spell |
| Magic Device Attunement | Use Magic Device 1 rank | Attune to item to avoid making Use Magic Device checks |
| Master of Undeath | Knowledge (religion) 5 ranks | Control one additional undead that you create |
| Melodic Casting | Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature | Use Perform in place of Concentration, cast spells while using bardic music |
| Metamagic School Focus | Spell Focus (chosen school) or specialist wizard | Reduce the cost of adding metamagic feats to spells of a chosen school of magic |
| Metamagic Spell Trigger | Any metamagic feat, Use Magic Device or Spellcraft 15 ranks | Use metamagic feats with spell trigger items |
| Piercing Evocation | Spell Focus (evocation) or evoker level 1st | 10 points of energy damage from evocation spells becomes untyped damage |
| Ranged Recall | Spellcraft 4 ranks, Point Blank Shot, Weapon Focus (ranged spell) | Reroll missed spell or spell-like ranged attack at –5 penalty |
| Rapid Metamagic | Spellcraft 12 ranks, ability to spontaneously cast spells | Apply metamagic feats without increasing casting time |
| Somatic Weaponry | Concentration 5 ranks, Spellcraft 5 ranks | Cast spells with somatic components while hands are full |
| Toughening Transmutation | Spell Focus (transmutation) or transmuter level 1st | Grant temporary DR when casting a transmutation spell |
| Unsettling Enchantment | Spell Focus (enchantment) or enchanter level 1st | Enchantment spells hinder foe's attacks and defense |
| Vengeful Spirit | Watchful spirit class feature | Gain initiative reroll, foe takes half damage dealt you |

| Heritage Feats | Prerequisites | Benefit |
|---|---|---|
| Fey Heritage | Nonlawful alignment | +3 bonus on Will saves against enchantments |
| Fey Legacy | Nonlawful alignment, Fey Heritage, character level 9th | Gain spell-like abilities |
| Fey Power | Nonlawful alignment, Fey Heritage | +1 to CL and save DC on enchantment spells, invocations |
| Fey Presence | Nonlawful alignment, Fey Heritage, character level 6th | Gain spell-like abilities |
| Fey Skin | Nonlawful alignment, Fey Heritage | Gain DR/cold iron |
| Fiendish Heritage | Non-good alignment | Gain bonus to saves against poison, spells by good creatures |
| Fiendish Legacy | Non-good alignment, Fiendish Heritage, character level 9th | Gain spell-like abilities |
| Fiendish Power | Non-good alignment, Fiendish Heritage | +1 to CL and save DC on evil spells and invocations |
| Fiendish Presence | Non-good alignment, Fiendish Heritage, character level 6th | Gain spell-like abilities |
| Fiendish Resistance | Non-good alignment, Fiendish Heritage | Gain acid and fire resistance |

**Table 2–1: New Feats (cont)**

| Metamagic Feat | Prerequisites | Benefit |
|---|---|---|
| Retributive Spell | — | Affect an attacker with a spell when struck by a melee attack |
| **Reserve Feats** | **Prerequisites** | **Benefit** |
| Acidic Splatter | Ability to cast 2nd-level spells | Create orb of acid 1d6 damage/spell level, +1 CL on acid spells |
| Aquatic Breath | Ability to cast 3rd-level spells | Breathe normally in air or water, +1 CL on water spells |
| Blade of Force | Ability to cast 3rd-level spells | Surround a weapon in force, +1 CL on force spells |
| Borne Aloft | Ability to cast 5th-level spells | Fly 30 feet once per round, +1 CL on air spells |
| Clap of Thunder | Ability to cast 3rd-level spells | Touch attack does 1d6 damage/spell level and bestows deafness, +1 CL on sonic spells |
| Clutch of Earth | Ability to cast 2nd-level spells | Impede creature's movement, +1 CL on earth spells |
| Dimensional Jaunt | Ability to cast 4th-level spells | Teleport 5 feet/spell level, +1 CL on teleportation spells |
| Dimensional Reach | Ability to cast 3rd-level spells | Summon a small item, +1 CL on summoning spells |
| Drowning Glance | Ability to cast 4th-level spells | Exhaust an air-breathing foe, +1 CL on water spells |
| Face-Changer | Ability to cast 3rd-level spells | Alter your appearance, +1 CL on glamer spells |
| Fiery Burst | Ability to cast 2nd-level spells | Create fire burst 1d6 damage/spell level, +1 CL on fire spells |
| Hurricane Breath | Ability to cast 2nd-level spells | Bull rush foes from a distance, +1 CL on air spells |
| Invisible Needle | Ability to cast 3rd-level spells | Create force dart 1d4 damage/spell level, +1 CL on force spells |
| Magic Disruption | Ability to cast 3rd-level spells | Reduce effect of enemy spellcasting, +1 CL on abjuration spells |
| Magic Sensitive | Ability to cast 3rd-level spells | Detect magic instinctively, +1 CL on divination spells |
| Minor Shapeshift | Ability to cast 4th-level spells | Grant physical benefit, +1 CL on polymorph spells |
| Mystic Backlash | Ability to cast 5th-level spells | Target's spells damage self, +1 CL on abjuration spells |
| Shadow Veil | Ability to cast 2nd-level spells | Obscure a target's sight, +1 CL on darkness spells |
| Sickening Grasp | Ability to cast 3rd-level spells | Sicken a target with a touch, +1 CL on necromancy spells |
| Storm Bolt | Ability to cast 3rd-level spells | Create line of electricity 1d6 damage/spell level, +1 CL on electricity spells |
| Summon Elemental | Ability to cast 4th-level spells | Summon elemental, +1 CL on summoning spells |
| Sunlight Eyes | Ability to cast 2nd-level spells | See in darkness 10 feet/spell level, +1 CL on light spells |
| Touch of Distraction | Ability to cast 3rd-level spells | Impose –2 penalty on target's attack or Reflex save, +1 CL on enchantment spells |
| Wind-Guided Arrows | Ability to cast 3rd-level spells | Apply modifier to ranged weapon attack, +1 CL on air spells |
| Winter's Blast | Ability to cast 2nd-level spells | Create cold cone 1d4 damage/spell level, +1 CL on cold spells |
| **Tactical Feats** | **Prerequisites** | **Benefit** |
| Battlecaster Defense | Combat Casting, base attack bonus +1, CL 1st | Gain benefits when casting spells defensively |
| Battlecaster Offense | Combat Casting or warmage edge, base attack bonus +1, Spellcraft 4 ranks | Gain benefits when mixing melee combat and spellcasting |
| Energy Gestalt | Spell Focus (evocation), CL 3rd | Gain benefits when casting energy-based spells in succession |
| Metamagic Vigor | Two or more metamagic feats | Gain benefits when casting metamagic-enhanced spells in succession |
| Residual Magic | Spellcraft 12 ranks, any metamagic feat | Apply magical effects in consecutive rounds |

## Aquatic Breath [Reserve]

Your reservoir of magic allows you to breathe normally even underwater.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a water spell of 3rd level or higher available to cast, you can breathe normally in both air and water. This supernatural quality requires no activation.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

## Battlecaster Defense [Tactical]

You have mastered techniques for taking full advantage of spells in melee while remaining unharmed.

**Prerequisites:** Combat Casting, base attack bonus +1, caster level 1st.

**Benefit:** The Battlecaster Defense feat allows the use of three tactical maneuvers while spellcasting in melee.

*Defensive Targeting:* To use this maneuver, you must use the defensive casting option to cast a spell with a range of touch. If you successfully deliver the spell (that is, you succeed on the melee touch attack) on an enemy who threatens you while you cast it, you gain a +2 bonus on any touch attack you make against that enemy on your next turn.

*Practiced Defense:* When you successfully cast a spell defensively in 2 consecutive rounds, you gain a +10 bonus on any Concentration check made to cast a spell defensively in the next round.

*Safe Retreat:* When you successfully cast a spell defensively, your movement on your next turn doesn't provoke attacks of opportunity from any creatures that were threatening you when you cast defensively. (The movement still provokes attacks of opportunity from other creatures normally.)

**Special:** These benefits apply equally to characters manifesting psionic powers defensively or to those using spell-like abilities defensively.

## BATTLECASTER OFFENSE [TACTICAL]

You cunningly mix melee combat and spellcasting to increase the potency of both.

**Prerequisites:** Combat Casting or warmage edge, base attack bonus +1, Spellcraft 4 ranks.

**Benefit:** The Battlecaster Offense feat allows the use of two tactical maneuvers.

*Spell and Sword:* If you deal damage to a foe with a spell, you gain a +1 bonus on your first melee attack roll made against that foe in the next round.

*Sword and Spell:* If you make a melee attack against a foe, you gain a +1 bonus to the save DC of the first spell you use against that foe in the next round. This bonus applies only against the foe or foes you attacked, not against any other creatures affected by the spell.

## BLADE OF FORCE [RESERVE]

You can surround a weapon with a short-lived aura of force.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a 3rd-level or higher force spell available to cast, you can surround a melee weapon or a single piece of ammunition with a thin field of force. Activating this ability is a swift action; you must touch the weapon to be affected as part of the action.

The next attack made with that weapon, if taken before the end of your next turn, deals an extra 1 point of damage per level of the highest-level force spell you have available to cast. Furthermore, that weapon ignores the miss chance normally granted to an incorporeal creature. If the next attack with that weapon misses, this benefit is lost.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

## BORNE ALOFT [RESERVE]

You can channel the magic of the winds to briefly grant you flight.

**Prerequisite:** Ability to cast 5th-level spells.

**Benefit:** As long as you have an air spell of 5th level or higher available to cast, you can fly up to 30 feet (perfect maneuverability) as a move action once per round. You must begin and end this flight solidly supported, or you fall. You can't use this ability if you wear heavy armor or carry a heavy load.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

## CAPTIVATING MELODY

You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.

**Prerequisites:** Bardic music, ability to cast arcane spells.

**Benefit:** As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability. For instance, if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

## CLAP OF THUNDER [RESERVE]

You can deliver a thunderous roar with a touch.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a sonic spell of 3rd level or higher available to cast, you can deliver a melee touch attack as a standard action. This attack deals 1d6 points of sonic damage per level of the highest-level sonic spell you have available to cast. Additionally, the subject must succeed on a Fortitude save or be deafened for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting sonic spells.

## CLOUDY CONJURATION

Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.

**Prerequisite:** Spell Focus (conjuration) or conjurer level 1st.

**Benefit:** When you cast a conjuration spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any).

The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the *fog cloud* spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

**Special:** A conjurer can select this feat as a wizard bonus feat.

## CLUTCH OF EARTH [RESERVE]

You briefly increase the earth's pull on the target creature.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have an earth spell of 2nd level or higher available to cast, you can spend a standard action to reduce the speed of any landbound creature within 30 feet of you. The creature's normal land speed, as well as its burrow and climb speeds, decrease by 5 feet per level of the highestlevel earth spell you have available to cast, to a minimum speed of 5 feet. This effect lasts for 1 round.

A successful Fortitude save negates this effect and renders the target immune to the feat's effect for 24 hours. Creatures currently swimming or flying are immune to this effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting earth spells.

## DAZZLING ILLUSION

Casting illusions causes the air about you to be filled with flashing colors that dazzle your foes.

**Prerequisite:** Spell Focus (illusion) or illusionist level 1st.

**Benefit:** When you cast an illusion spell, you can choose to render all enemies within 30 feet dazzled for 1 round. Blind creatures are immune to this effect.

**Special:** An illusionist can select this feat as a wizard bonus feat.

## DEFENDING SPIRIT

Your watchful spirit helps keep you safe in combat.

**Prerequisite:** Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

**Benefit:** Your watchful spirit helps you defend yourself. If you use an initiative reroll from your watchful spirit class feature, you gain a +2 dodge bonus to your Armor Class for the duration of that encounter.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

*The Cloudy Conjuration feat makes summoned creatures even more potent*

## DELAY POTION

You can drink a potion and postpone its effects.

**Prerequisite:** Knowledge (arcana) 1 rank.

**Benefit:** You can drink a potion and delay its effects for a number of hours equal to your Constitution modifier (minimum 1 hour). At any time during this period, you can activate the potion's effect as a swift action. If the duration expires before you activate the potion, it is wasted.

You can delay only one potion at a time. You must activate a delayed potion before you can choose to delay another one.

## DIMENSIONAL JAUNT [RESERVE]

With a single step, you can cross an entire room.

**Prerequisite:** Ability to cast 4th-level spells.

**Benefit:** As long as you have a teleportation spell of 4th level or higher available to cast, you can spend a standard action to teleport yourself and carried objects up to your heavy load a distance of 5 feet per level of the highest-level teleportation spell you have available to cast. You can teleport only to a location that you can see (including one you are currently scrying). You can't bring along another creature (except for a familiar).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting teleportation spells.

## DIMENSIONAL REACH [RESERVE]

You can transport small objects to you with an act of will.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a conjuration (summoning) spell of 3rd level higher available to cast, you can transport small items directly into your hand as a standard action. You must have line of sight to an item you wish to transport in this way, and it must be unattnded. This ability works at a range of up to 5 feet per level of the highest-level summoning spell you have available to cast, and the item can weigh up to 2 pounds per level of that spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (summoning) spells

## DROWNING GLANCE [RESERVE]

With a look, you create a small but incapacitating amount of water in the subject's lungs.

**Prerequisite:** Ability to cast 4th-level spells.

**Benefit:** As long as you have a water spell of 4th level or higher available to cast, you can use a standard action to transform a small portion of the air in a living creature's lungs to water, making it difficult for the creature to breathe. The subject must be within 30 feet. The target becomes exhausted for 1 round; if it succeeds on a Fortitude save, it is instead fatigued for 1 round.

Whether or not a targeted creature successfully saves, it is immune to any further uses of your drowning glance for 24 hours. Creatures that can breathe water (or who don't breathe) are immune to this effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

## ELEMENTAL ADEPT

You can spontaneously cast a spell of the element you have mastered.

**Prerequisite:** Elemental mastery class feature (see the wu jen class in *Complete Arcane*).

**Benefit:** Choose one spell of the element you have chosen for your elemental mastery class feature. You can now spontaneously cast that spell by sacrificing a prepared spell of equal or higher level. The spell you choose must be in your spellbook. When you gain a level, you can change the spell you can spontaneously cast by picking a new spell of the element you chose for elemental mastery.

## ENERGY ABJURATION

Casting an abjuration spell grants you protection from energy damage.

**Prerequisite:** Spell Focus (abjuration) or abjurer level 1st.

**Benefit:** When you cast an abjuration spell, you can choose to gain a special energy resistance equal to (1 + the spell's level) × 5. This energy resistance lasts for the duration of the abjuration spell you cast or until you are struck by any type of energy damage (acid, cold, fire, electricity, or sonic). The resistance applies to the first energy damage to which you are exposed, and thereafter you lose the energy resistance until you cast another abjuration spell.

**Special:** An abjurer can select this feat as a wizard bonus feat.

## ENERGY GESTALT [TACTICAL]

You have learned to combine multiple energy effects to great advantage.

**Prerequisites:** Spell Focus (evocation), caster level 3rd.

**Benefit:** The Energy Gestalt feat enables the use of three tactical maneuvers. In every case, you must deal damage to one or more subjects with a pair of energy-based spells you cast in 2 successive rounds.

*Acrid Fumes:* You cast an acid spell followed by a fire spell. The flames of your second spell turn some of the lingering acid into choking, sickening fumes. Any living creature damaged by both spells is nauseated for 1 round. Those who make a successful Fortitude save (DC based on the second spell) are sickened for 1 round instead. Treat this as a poison effect for the purpose of save bonuses and immunities.

*Brittle Blast:* You cast a cold spell followed by a sonic spell. Any object or construct damaged by both spells takes +50% damage from the sonic spell, because its physical structure has been made brittle by the cold.

*Improved Conduction:* You cast a cold spell followed by an electricity spell. The lingering cold more effectively conducts the electricity, temporarily fatiguing creatures. Living creatures damaged by both spells are slowed for 1 round (as the *slow* spell). Creatures that make successful Fortitude saves (DC based on the second spell) are fatigued for 1 round.

## FACE-CHANGER [RESERVE]

Your mastery of illusions allows you to subtly alter your appearance at whim.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a glamer spell of 3rd level or higher available to cast, you can alter your appearance as the spell *disguise self*, except that the duration lasts 1 minute per level of the glamer spell.

This illusory transformation requires a full-round action to activate.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting glamer spells.

## FAVORED MAGIC FOE

Through study, you have learned how best to defend yourself against your favored enemies' spells and how to best *affect* them with your own.

**Prerequisite:** Knowledge 6 ranks (in appropriate skill; see below) or favored enemy class feature.

**Benefit:** Choose a creature type for which you have the favored enemy class feature, or one associated with a Knowledge skill in which you have at least 6 ranks (see below). If you choose humanoid or outsider, you must also choose a subtype from Table 3–14: Ranger Favored Enemies (PH 47).

You gain a +1 bonus on caster level checks to overcome the spell resistance of the chosen creature type, and such creatures take a –1 penalty on saves against your spells and spell-like abilities.

| Creature Type | Associated Knowledge Skill |
|---|---|
| Aberration | Dungeoneering |
| Animal | Nature |
| Construct | Arcana |
| Dragon | Arcana |
| Elemental | The planes |
| Fey | Nature |
| Giant | Nature |
| Humanoid (any) | Local |
| Magical beast | Arcana |
| Monstrous humanoid | Nature |
| Ooze | Dungeoneering |
| Outsider (any) | The planes |
| Plant | Nature |
| Undead | Religion |
| Vermin | Nature |

**Special:** You can take this feat multiple times. Each time you take this feat, you choose a new creature type (or subtype, in the case of humanoids or outsiders).

## FEARSOME NECROMANCY

Creatures subjected to your necromantic spells feel the chill of fear.

**Prerequisite:** Spell Focus (necromancy) or necromancer level 1st.

**Benefit:** Any foe required to save against a necromancy spell you cast is shaken for 1 round, regardless of the result of the save. This mind-affecting fear ability does not stack

with any other fear effect (it can't make a foe worse than shaken).

**Special:** A necromancer can select this feat as a wizard bonus feat.

## FEY HERITAGE [HERITAGE]

You are descended from creatures native to the fey realms. You are naturally resistant to the most common effects produced by your ancestors.

**Prerequisite:** Nonlawful alignment.

**Benefit:** You gain a +3 bonus on Will saving throws against enchantment effects.

## FEY LEGACY [HERITAGE]

The magical powers of your ancestors manifest in you.

**Prerequisites:** Nonlawful alignment, Fey Heritage, character level 9th.

**Benefit:** You gain the following spell-like abilities, each usable once per day: *confusion, dimension door,* and *summon nature's ally* V. Your caster level equals your character level.

## FEY POWER [HERITAGE]

Your fey heritage augments the power of certain types of magic.

**Prerequisites:** Nonlawful alignment, Fey Heritage.

**Benefit:** Your caster level and save DCs for enchantment spells and warlock invocations increase by 1.

## FEY PRESENCE [HERITAGE]

You share your ancestors' knack for playing tricks on the minds of others.

**Prerequisites:** Nonlawful alignment, Fey Heritage, character level 6th.

**Benefit:** You gain the following spell-like abilities, each usable once per day: *charm monster, deep slumber,* and *disguise self*. Your caster level equals your character level.

## FEY SKIN [HERITAGE]

Your fey heritage guards you against all weapons except those crafted from the dreaded cold iron.

**Prerequisites:** Nonlawful alignment, Fey Heritage.

**Benefit:** You gain damage reduction (overcome by cold iron) equal to 1 + the number of feats you have that list Fey Heritage as a prerequisite (including such feats that you take after gaining this one). For example, if you have Fey Skin and Fey Presence, you would have damage reduction 3/cold iron.

This value stacks with any similar damage reduction you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

## FIENDISH HERITAGE [HERITAGE]

You are descended from creatures native to the Lower Planes. You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes.

**Prerequisite:** Non-good alignment.

**Benefit:** You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects produced by good creatures.

## FIENDISH LEGACY [HERITAGE]

The magical powers of your ancestors manifest in you.

**Prerequisites:** Non-good alignment, Fiendish Heritage, character level 9th.

**Benefit:** You gain the following spell-like abilities, each usable once per day: *teleport* (self plus 50 pounds of objects only), *summon monster* V (fiendish creatures only), and *unholy blight*. Your caster level equals your character level.

## FIENDISH POWER [HERITAGE]

Your fiendish heritage augments the power of certain types of magic.

**Prerequisites:** Non-good alignment, Fiendish Heritage.

**Benefit:** Your caster level and save DCs for evil spells and warlock invocations increase by 1.

## FIENDISH PRESENCE [HERITAGE]

You share your ancestors' ability to tamper with the minds of weak-minded fools.

**Prerequisites:** Non-good alignment, Fiendish Heritage, character level 6th.

**Benefit:** You gain the following spell-like abilities, each usable once per day: *cause fear, detect thoughts,* and *suggestion*. Your caster level equals your character level.

## FIENDISH RESISTANCE [HERITAGE]

Your bloodline inures you against corrosion and fire.

**Prerequisites:** Non-good alignment, Fiendish Heritage.

**Benefit:** You gain resistance to acid and fire equal to three times the number of feats you have that list Fiendish Heritage as a prerequisite (including such feats that you take after gaining this one). These values stack with any resistance to acid or fire you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

## FIERY BURST [RESERVE]

You channel your magical talent into a blast of fire.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have a fire spell of 2nd level or higher available to cast, you can spend a standard action to create a 5-foot-radius burst of fire at a range of 30 feet. This burst deals 1d6 points of fire damage per level of the highestlevel fire spell you have available to cast. A successful Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting fire spells.

## HASTY SPIRIT

Your watchful spirit lends you a burst of speed in times of great need.

**Prerequisite:** Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

**Benefit:** If you use an initiative reroll from your watchful spirit class feature, you can take an extra move action on one of your turns during that encounter.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

## HURRICANE BREATH [RESERVE]

The power of elemental air you hold in your mind allows you to exhale the wind.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have an air spell of 2nd level or higher available to cast, you can attempt to knock a single creature within 30 feet back with a blast of wind. This requires a standard action and functions much like a bull rush; roll 1d20 + the level of the highest-level air spell you have available to cast opposed by your opponent's Strength check. If you succeed, you push the creature back 5 feet.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

## INSIGHTFUL DIVINATION

Casting a divination spell grants you an uncanny insight into danger.

**Prerequisite:** Spell Focus (divination) or diviner level 1st.

**Benefit:** When you cast a divination spell, you gain an insight bonus equal to the spell's level + 1 on initiative checks and an equal insight bonus on the first save you make within the next 24 hours. After you roll this saving throw, you lose the benefit of both bonuses until you cast another divination spell.

If you cast a second divination spell when the first benefit is still active, you choose whether to retain your existing bonus or take the new one granted by the second spell.

**Special:** A diviner can select this feat as a wizard bonus feat.

## INVISIBLE NEEDLE [RESERVE]

You can create tiny darts of force.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a force spell of 3rd level or higher available to cast, you can use a standard action to hurl a tiny needle-shaped projectile created from pure force. This attack requires a successful ranged attack roll (not a ranged touch attack), and the dart has a range of 5 feet per level of the force spell. The needle deals 1d4 points of damage per level of the highest-level force spell you have available. Because it is composed of force, the needle can strike incorporeal creatures.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

## MAGIC DEVICE ATTUNEMENT

You have a knack for activating familiar magic items.

**Prerequisite:** Use Magic Device 1 rank.

**Benefit:** If you successfully activate an item with the Use Magic Device skill, you can take a free action to attune yourself to the item. For the next 24 hours, you can activate that item without making further Use Magic Device checks.

You can attune yourself to only one item at a time. If you attune yourself to a second item, the previous attunement ends.

## MAGIC DISRUPTION [RESERVE]

You can use your powers of abjuration to interfere with other casters' spells.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have an abjuration spell of 3rd level or higher available to cast, you can attempt to interrupt another character's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduced by 2 (to a minimum caster level of 1st).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

## MAGIC SENSITIVE [RESERVE]

You literally see the emanations of magic around you.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a divination spell of 3rd level or higher available to cast, you can sense magical auras (as if you had cast *detect magic*). The range of your detection is equal to 5 feet per level of the highest-level divination spell you have available to cast. Activating or concentrating on this ability requires a standard action.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting divination spells.

## MASTER OF UNDEATH

You can control an undead that you create . . . for a time.

**Prerequisite:** Knowledge (religion) 5 ranks.

**Benefit:** When you create an undead creature, you can decide that it doesn't count against your normal limit of controlled undead creatures. In this case, you still control the creature, but only for a number of days equal to your caster level. When this duration ends, the undead immediately becomes hostile to you (though you can establish control over it by other means). You can have only one creature of this kind at a time.

## MELODIC CASTING

You can weave your music and magic together into a single perfect voice.

**Prerequisites:** Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature.

**Benefit:** Whenever a Concentration check would be required to cast a spell or use a spell-like ability (such as when you cast defensively or are distracted or injured while casting), you can make a Perform check instead.

In addition, you can cast spells and activate magic items by command word or spell completion while using a bardic music ability. Bardic music abilities that require concentration still take a standard action to perform.

**Normal:** A bard can't cast spells or activate magic items by command word or spell completion while using bardic music.

## METAMAGIC SCHOOL FOCUS

You are unusually skilled at modifying the effects of a particular school of magic.

**Prerequisite:** Spell Focus (chosen school) or specialist wizard in chosen school.

**Benefit:** Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

**Special:** A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

## METAMAGIC SPELL TRIGGER

You can apply metamagic feats you know to spell effects from magic items you activate with a spell trigger.

**Prerequisites:** Any metamagic feat, Use Magic Device 15 ranks or Spellcraft 15 ranks.

**Benefit:** You can apply any one metamagic feat you know to a spell generated by a spell trigger item (such as a wand or staff) that you activate. You expend one extra charge for each change in spell level a metamagic feat normally requires.

If the metamagic feat's level adjustment would normally increase the slot of the chosen spell's level above 9th, you can't apply the metamagic effect to the spell. For example, you can't apply Quicken Spell to an *antimagic field* generated by a staff (since that would take a 10th-level spell slot to cast).

If sufficient charges aren't available in the item to power the application of metamagic feats (or if the item doesn't use charges), the item fails to activate and no charges are used, but the action used to activate the item is wasted.

## METAMAGIC VIGOR [TACTICAL]

The energy you pour into increasing the power of your spells feeds back upon itself in an ever-increasing cycle.

**Prerequisites:** Two or more metamagic feats.

**Benefit:** The Metamagic Vigor feat allows the use of two tactical maneuvers.

*Metamagic Intensity:* If you cast spells affected by the same metamagic feat in 2 consecutive rounds, you gain a +1 bonus to the second spell's caster level.

*Metamagic Versatility:* If you cast spells affected by two different metamagic feats in 2 consecutive rounds, you gain a +1 bonus to the second spell's save DC.

**Special:** You can't benefit from both of these maneuvers (or either maneuver more than once) in a single round; if you are eligible to use both, choose the one you want.

Only actual metamagic feats allow this feat to function. A metamagic spell effect produced by a *metamagic rod* or other magic item or external device does not qualify you to use this feat.

## MINOR SHAPESHIFT [RESERVE]

Your mastery of shapeshifting magic allows you to reshape your flesh in small but significant ways.

**Prerequisite:** Ability to cast 4th-level spells.

**Benefit:** As long as you have a polymorph spell of 4th level or higher available to cast, you can spend a swift action to grant yourself one of the following benefits:

*Might:* +2 bonus on melee damage rolls.

*Mobility:* +2 competence bonus on Balance, Climb, Jump, and Swim checks.

*Savagery:* Primary claw attack dealing 1d6 points of damage (assuming Medium size).

*Speed:* +5-foot enhancement bonus to any one movement mode you already possess.

*Vigor:* Temporary hit points equal to your HD.

The chosen benefit lasts for a number of rounds equal to the level of the highest-level polymorph spell you have available to cast. If you activate this feat a second time while a previous benefit is still in effect, the first benefit ends immediately.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting polymorph spells. See page 91 for details on the new polymorph subschool of spells.

## MYSTIC BACKLASH [RESERVE]

With a touch, your magic corrupts the spells of your enemy.

**Prerequisite:** Ability to cast 5th-level spells.

**Benefit:** As long as you have an abjuration spell of 5th level or higher available to cast, you can make another creature's spellcasting harmful to itself. Use of this feat requires a melee touch attack that does not provoke attacks of opportunity.

As a standard action, with a successful touch you can infuse another creature with baneful magic for a number of rounds equal to the level of the highest-level abjuration spell you have available. A successful Will save reduces this duration to 1 round.

For the duration of the effect, each time the target completes the casting of a spell, it takes damage equal to the level of the abjuration spell that determined the effect's duration. Since the spell's casting has already been completed, this doesn't count as damage dealt during casting.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

## PIERCING EVOCATION

Your evocation spells ignore an amount of energy resistance.

**Prerequisite:** Spell Focus (evocation) or evoker level 1st.

**Benefit:** When you cast an evocation spell that deals energy damage (acid, cold, fire, electricity, or sonic), you can choose for 10 points of energy damage dealt by the spell to become untyped damage to which energy resistance and immunity do not apply. If the spell deals multiple types of energy damage, you choose how much of each type is converted by this feat after rolling damage.

**Special:** An evoker can select this feat as a wizard bonus feat.

## RANGED RECALL

Your magical ranged attacks rarely miss.

**Prerequisites:** Spellcraft 4 ranks, Point Blank Shot, Weapon Focus (ranged spell).

**Benefit:** When you miss with a spell or spell-like ability ranged attack against a target within 30 feet, you can spend a swift action to reroll the attack with a –5 penalty. You can use this ability three times per day.

## RAPID METAMAGIC

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

**Prerequisites:** Spellcraft 12 ranks, ability to spontaneously cast spells.

**Benefit:** When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

**Normal:** Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

## RESIDUAL MAGIC [TACTICAL]

You can use the lingering energy from a spell you cast to boost the effect of a later spell.

**Prerequisites:** Spellcraft 12 ranks, any metamagic feat.

**Benefit:** The Residual Magic feat allows the use of two tactical maneuvers.

*Enduring Potency:* If you cast a spell from your daily allotment of spells, then cast the same spell from a scroll or wand in the next round, you can treat the second casting as if it had come from your daily allotment of spells for the purpose of caster level, save DC, and any other effect of the spell.

For example, if Hennet the 10th-level sorcerer casts *magic missile*, then activates a *wand of magic missile* (caster level 5th) in the next round, he can treat the wand's *magic missile* as if he had cast it (giving him a greater range, number of missiles, and so forth).

*Lingering Metamagic:* If you cast a spell affected by one or more metamagic feats, and then cast the same spell in the next round, you can apply any one of the metamagic effects from the first casting to the second casting, but without any change to the spell's level. The second spell doesn't count as being affected by a metamagic feat for the purpose of this benefit (that is, it doesn't entitle you to apply the metamagic feat to a spell you might cast in the following round). Only spells you cast using your own metamagic feats (as opposed to metamagic effects from magic items) allow this option to function.

For example, if Hennet uses a 5th-level slot to cast an *empowered lightning bolt*, in the next round he can use a 3rd-level slot to cast another *empowered lightning bolt*. If the first spell was a *silent empowered lightning bolt*, he could apply the effect of either Silent Spell or Empower Spell to the second casting *of lightning bolt*, but not both.

## A ROGUE SURVIVES A PHANTASMAL STRANGLER SPELL

It was just about the creepiest thing that ever happened to me. We hit the wizard's inner sanctum to find him standing behind three tall, nasty trolls. Our spellslinger popped off a quick fire spell that should have scorched the trolls, but it didn't seem to have much effect. Our fighter rumbled forward in his pile of noisy armor and got busy chopping troll. I could see that wasn't going to be over quickly, so I pulled a trick of my own and rolled right between the lead troll's legs. Man, did it look surprised.

When I popped back upon my feet the wizard and I were face to face. I figured things were headed downhill for the wizard, but he pulled a swift move of his own. He sort of twiddled his fingers so they looked like he was weaving something while he did a little sidestep. He also spoke a few syllables of gibberish that I couldn't understand. I don't know much about magic, but I know when a spell is coming my way, especially when I'm up close. I'm usually pretty good at sticking a blade into a spellslinger's gizzard when they start casting within my reach, but I just couldn't find an opening this time.

All of the sudden there was this nasty fish smell and a cold, slimy critter with a whole lot of arms covered with claws and suckers dropped out of nowhere and right onto my neck. In some part of my mind, I knew the creature wasn't real, but I'm not fond of deep water and I like what lurks under the waves even less. The foul thing had me by the neck and the knees in a minute, and I felt myself falling to the floor. Somehow, I knew that if this nightmare toppled me to the floor I was a goner, so I went down on one knee to get stable and grabbed a tentacle. I knew it was strong enough to counter any wrestling move I could think up, so I decided to think slippery. I have a little trick I use for slipping bonds and I figured it would work here. You could say I just climbed out of the hold like I was slipping off a shroud. One move to pop up like a cork and another to kick my attacker aside and I was loose again. Lucky me. No sooner did I escape those deadly tentacles when the whole thing evaporated like smoke from a dying fire. Our spellslinger told me later it was just something shaped from my own thoughts, but it sure seemed real to me.

## RETRIBUTIVE SPELL [METAMAGIC]

You can keep a spell in reserve to use when a foe causes you harm.

**Benefit:** When you cast a spell modified by this metamagic feat, the spell has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action. Once activated, a retributive spell disappears (it can only affect one attacker).

You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures.

You can have only one retributive spell cast at a time. Casting a second retributive spell cancels the first (eliminating it with no effect). If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect.

A retributive spell uses up a spell slot one level higher than the spell's actual level.

## SHADOW VEIL [RESERVE]

You draw wisps of darkness across your enemy's eyes, obscuring the world around him.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have a darkness spell of 2nd level or higher available to cast, you can obscure the vision of a subject within 30 feet as a standard action. If the subject fails a Will save, it treats all other creatures and objects as though they had concealment and takes a –5 penalty on Spot checks for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting darkness spells.

## SICKENING GRASP [RESERVE]

You wreak havoc with the inner organs of a target, causing it to grow ill.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have a necromancy spell of 3rd level or higher available to cast, any living creature you hit with a melee touch attack becomes sickened for a number of rounds equal to the level of the highest-level necromancy spell you have available to cast. The subject can reduce this duration *to* 1 round with a successful Fortitude save.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting necromancy spells.

## SOMATIC WEAPONRY

You are adept at performing somatic spell components while your hands are occupied.

**Prerequisites:** Concentration 5 ranks, Spellcraft 5 ranks.

**Benefit:** When wielding a weapon (or holding an item of comparable size) in one or both hands, you can use that item to trace the somatic component of a spell, rather than using your fingers. This allows you to cast spells with somatic components even while your hands are full or occupied, as long as at least one hand is holding an item of proper size.

This feat doesn't allow you to use somatic components while grappling, regardless of the size of your foe.

**Normal:** You must have a hand free to cast spells that have somatic components.

*An enemy can't hit what the Shadow Veil feat obscures*

## STORM BOLT [RESERVE]

The electrical energy contained within your magic rages inside you, begging to be released.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have an electricity spell of 3rd level or higher available to cast, you can fire a 20-foot line of electricity as a standard action. This bolt deals 1d6 points of electricity damage per level of the highest-level electricity spell you have available to cast. A successfull Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting electricity spells.

## SUMMON ELEMENTAL [RESERVE]

You can channel the summoning power you hold to briefly bring forth an elemental servant.

**Prerequisite:** Ability to cast 4th-level spells.

**Benefit:** As long as you have a summoning spell of 4th level or higher available to cast, you can summon a Small elemental (air, earth, fire, or water; your choice) within a range of 30 feet. The elemental acts as if summoned by a *summon monster* spell (PH 285). The duration of the summoning is equal to 1 round per level of the highest-level conjuration (summoning) spell you have available to cast.

You can have only one summoned elemental from this feat at a time; if you use the ability a second time, the first elemental disappears. Also, you must remain close to the elemental you summon. If at the end of your turn you are more than 30 feet from the elemental, it disappears.

If you have a conjuration (summoning) spell of 6th level or higher available to cast, you can summon a Medium elemental instead. If you have a conjuration (summoning) spell of 8th level or higher available to cast, you can summon a Large elemental instead.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (summoning) spells.

## SUNLIGHT EYES [RESERVE]

The bright magic within you allows you to see through the darkest shadow.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have a light spell of 2nd level or higher available to cast, you can take a swift action to grant yourself the ability to see normally in any conditions of illumination (shadowy illumination, darkness, and magical shadow or darkness). The range of this vision is 10 feet per level of the highest-level light spell you have available to cast, and the effect lasts for 1 round.

As a secondary benefit, you gain a +1 competence bonus *to* your caster level when casting light spells.

## TOUCH OF DISTRACTION [RESERVE]

Your touch briefly clouds the mind of a foe, impeding its efforts.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have an enchantment spell of 3rd level or higher available to cast, you can cloud the mind of a creature within 30 feet as a standard action. The target takes a –2 penalty on its next single attack roll or Reflex saving throw. If the target makes no attacks or Reflex saves within a number of rounds equal to the level of the highest-level enchantment spell you have available to cast, the effect ends. Multiple uses of this feat don't stack. This is an enchantment (compulsion), mind-affecting effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting enchantment spells.

## TOUGHENING TRANSMUTATION

Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.

**Prerequisite:** Spell Focus (transmutation) or transmuter level 1st.

**Benefit:** Whenever you cast a transmutation spell, you can choose to grant yourself or any one creature targeted by the spell damage reduction 5/magic. If the creature already has damage reduction (of any type) from another source, you increase that damage reduction by 5 instead. This effect lasts for 1 round.

**Special:** A transmuter can select this feat as a wizard bonus feat.

## UNSETTLING ENCHANTMENT

Your enchantment spells cloud the minds of even those who would otherwise resist their effects.

**Prerequisite:** Spell Focus (enchantment) or enchanter level 1st.

**Benefit:** Any foe required to save against an enchantment spell you cast takes a –2 penalty on attack rolls and to AC for 1 round, regardless of the result of the save. This is a mind-affecting effect.

**Special:** An enchanter can select this feat as a wizard bonus feat.

## VENGEFUL SPIRIT

Your watchful spirit takes revenge on foes that have harmed you.

**Prerequisite:** Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

**Benefit:** If you use an initiative reroll from your watchful spirit class feature, the first creature to deal damage to you in the encounter immediately takes half the damage it dealt to you. This damage is untyped, so damage reduction and resistance or immunity does not apply.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

## WIND-GUIDED ARROWS [RESERVE]

Your mastery of the wind allows you to alter the flight of a ranged weapon.

**Prerequisite:** Ability to cast 3rd-level spells.

**Benefit:** As long as you have an air spell of 3rd level or higher available to cast, you can spend an immediate action to alter slightly the course of an arrow, crossbow bolt, spear, or other ranged weapon already in flight. You can't change the weapon's target, but you can apply a +2 bonus or –2 penalty on its attack roll.

You and the target can be no farther apart than 10 feet per level of the highest-level air spell you have available, since the guidance occurs at the end of the weapon's flight.

This feat works only on thrown or projectile weapons; it can't affect spells, powers, energy attacks, or the like.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

## WINTER'S BLAST [RESERVE]

The frozen magic within you can burst forth in a hail of frost.

**Prerequisite:** Ability to cast 2nd-level spells.

**Benefit:** As long as you have a cold spell of 2nd level or higher available to cast, you can create a 15-foot cone-shaped burst of cold. This cone deals 1d4 points of cold damage per level of the highest-level cold spell you have available to cast. A successful Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting cold spells.

This chapter presents eleven new prestige classes, all designed to enhance or augment the casting abilities of very specific types of characters. From a scholarly, hard-studying master of mystic theory to a holy warrior determined to turn the powers of the arcane against evil, there's something here for casters of every stripe.

The collection includes prestige classes designed specifically for the warlock, first introduced in Complete *Arcane* (see that book for rules on how warlocks can qualify for arcane-based prestige classes).

## OTHER PRESTIGE CLASSES

In addition to the many options presented in *Complete Arcane*, a few more prestige classes should be considered for characters looking to enhance their arcane prowess.

**Dracolexi** (*Races of the* Dragon): By delving into the arcane nuances of the Draconic language, this arcane prestige class offers entirely new options for enhancing your spells.

**Dread Witch** (*Heroes of Horror*): A master manipulator of fear, the dread witch can send her enemies fleeing in terror.

**Fiend-Blooded** (*Heroes of Horror*): For arcanists who want to manifest a fiendish heritage without taking the warlock class, this provides a sinister option.

**Stormcaster** (*Stormwrack*): If your arcanist has ever wanted to "revel in the fury of the storm," this class is for you.

### New Prestige Classes

| Class | Description |
|---|---|
| Abjurant champion | Warrior who dabbles in abjuration magic |
| Eldritch disciple | Multictass warlock/divine spellcaster |
| Eldritch theurge | Multiclass warlock/arcane spellcaster |
| Enlightened spirit | Warlock who takes on celestial characteristics |
| Holy scourge | Arcane spellcaster specialized in blasting evil |
| Lyric thaumaturge | Bard with enhanced spellcasting prowess |
| Master specialist | Wizard with greater mastery over school of specialization |
| Nightmare spinner | Arcane spellcaster who weaves fear into illusions |
| Ultimate magus | Multiclass arcane preparation spellcaster/ arcane spontaneous spellcaster |
| Unseen seer | Stealthy character who dabbles in divination magic |
| Wild soul | Arcanist who wields power from the realm of the fey |

**War Weaver** (*Heroes of Battle*): This arcane spellcaster links his allies together in an eldritch tapestry, allowing his spells to affect extra targets or to have a greater range than normal.

# ABJURANT CHAMPION

"The *true warrior disdains no weapon, no tool, that might win* h*im the day on the field of battle. And what is magic but another weapon hanging at your side, ready to be drawn and wielded when the need arises*?"

—Caspian LaMont,
Guard-Captain of the Knights Ascendant

While the eldritch knight (DMG 187) strives to balance his mystical and martial prowess, and the spellsword (*Complete Warrior*) uses weapons to channel his spells, the abjurant champion focuses his arcane abilities both to augment his personal defense and to hinder enemy spellcasters. Perfectly suited for martial stalwarts who dabble in magic, this class offers characters the ability to improve their combat skills in ways neither soldiers nor spellcasters can.

## BECOMING AN ABJURANT CHAMPION

Fighter/wizard and paladin/sorcerer are both common paths taken to become an abjurant champion, but given the requirements, any martial-oriented character can qualify by taking minimal levels in an arcane spellcasting class, such as one level in wu jen or two in bard. Single-classed hexblades (*Complete Warrior*) or duskblades (*Player's Handbook II*) can qualify but usually lack the abjuration spells that make this combination function best.

### Entry Requirements

**Base Attack Bonus:** +5.
**Feat:** Combat Casting.
**Spellcasting:** Must be able to cast 1st-level arcane spells, including at least one abjuration spell.
**Special:** Must be proficient with at least one martial weapon.

## CLASS FEATURES

As an abjurant champion, your abilities are focused on melding arcane defenses and martial offense into a deadly alloy, a fierce combination of techniques that allow you to overpower or outlast your foes. You are also skilled in utilizing your abilities separately, casting spells or wielding weapons as other classes do.

**Spellcasting:** At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming an abjurant champion, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Abjurant Armor (Su):** Any time you cast an abjuration spell that grants you an armor bonus or shield bonus to AC, you can increase the value of the bonus by your abjurant champion class level. Abjurant champions rely on *shield*, and similar spells instead of actual armor.

**Extended Abjuration (Su):** You depend on your abjuration spells to protect you in combat. Double the duration of abjuration spells you cast, as if you had applied the Extend Spell feat to them (but without any change in level or casting time).

**Swift Abjuration (Su):** Beginning at 2nd level, you can cast abjuration spells as a swift action, as if you had applied the Quicken Spell feat to them (but without any change in level). The maximum level of spell you can quicken in this way is equal to 1/2 your class level (rounded up).

**Arcane Boost (Su):** Beginning at 4th level, you gain the ability to burn arcane energy to empower your martial abilities. As a swift action, you can spend one of your uncast spells or spell slots to grant yourself one of the following insight bonuses for 1 round.

- Bonus on attack rolls equal to the spell's level.
- Bonus on weapon damage rolls equal to twice the spell's level.
- Bonus to AC equal to the spell's level.
- Bonus on saving throws equal to the spell's level.
- Resistance to acid, cold, electricity, fire, and sonic equal to 5 × the spell's level.

**Martial Arcanist (Ex):** At 5th level, you master the art of combining your militant and mystical training. From this point on, your caster level in a chosen arcane spellcasting class is equal to your base attack bonus (unless it would otherwise be higher). For example, a 7th-level fighter/1st-level wizard/5th-level abjurant champion has a base attack bonus of +12 (and thus a caster level of 12th). You can apply this benefit to only one arcane class to which you have added spellcasting levels by your advancement as an abjurant champion.

## PLAYING AN ABJURANT CHAMPION

You are a student of warfare and combat in all its forms. You seek to master the skills of the warrior but also to understand arcane magic, attempting to create a perfect fusion of the two seemingly disparate arts. You are pragmatic and practical, determined to achieve victory. This doesn't necessarily mean that you fight without honor, merely that you are willing to make use of every tool at your disposal. You respect those who master either martial or mystical disciplines, but believe that they are shortsighted in their failure to understand that the two are complementary, not opposed.

If you are still a member of the order that trained you, you can count on regular opportunities for combat, adventure, and potentially lucrative assignments. On the other hand, you'll be giving up some degree of personal freedom, since you are expected to answer when the organization calls.

### Combat

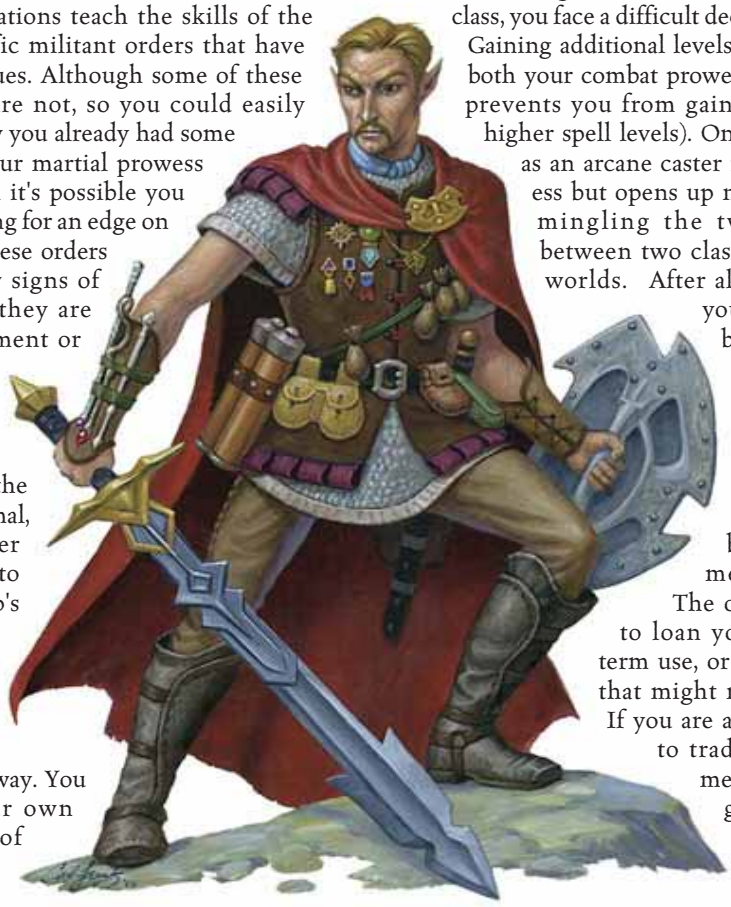
You are a straightforward combatant in battle. Although you might well be capable of casting offensive spells and should certainly do so when the situation calls for it, you are best

suited to melee. Use your various abilities to improve your combat effectiveness, casting enhancement spells and taking advantage of your arcane boost as necessary. Although you don't want to squander your limited-use abilities, don't be afraid to use them either. After all, if you don't win the day now, you might never make it to the next battle.

## Advancement

Only a select few organizations teach the skills of the abjurant champion: specific militant orders that have mastered magical techniques. Although some of these orders are secret, many are not, so you could easily have sought one out. Likely you already had some interest in augmenting your martial prowess with mystical arts, though it's possible you were simply a soldier looking for an edge on the battlefield. A few of these orders seek out those who show signs of the proper skills, or—if they are associated with a government or religion—recruit strong-willed or intelligent soldiers to serve them in new ways. You might have been sworn to service, or the order might be far less formal, but you have vowed never to teach your techniques to another without the group's permission.

Abjurant champions are evenly divided between those who still belong to their order and those who have gone their own way. You might be either, as your own desires (and the needs of the campaign) dictate. In either case, you spend your free time training or studying, determined to become a master of your varied abilities.



*Caspian LaMont, an abjurant champion*

As an abjurant champion, you should focus on skills that provide the greatest advantage in combat. Physical skills, such as Climb and Jump, allow you to take optimal tactical positions, while Concentration and Spellcraft enable you to effectively make use of your magic and anticipate the magic of others. Select feats that improve your martial talents, since you aren't likely to cast enough spells to make Spell Focus, Spell Penetration, and the like worthwhile. Still Spell (and its sudden version in *Complete Arcane*) allows you to cast while wearing armor, if you so choose.

After reaching the end of the abjurant champion prestige class, you face a difficult decision about how to proceed. Gaining additional levels in a martial class improves both your combat prowess and your caster level but prevents you from gaining additional spells (and higher spell levels). On the other hand, advancing as an arcane caster reduces your combat prowess but opens up new spell options. Consider mingling the two options, alternating between two classes to get the best of both worlds. After all, with higher-level spells, your arcane boost provides a bigger punch.

## Resources

If you still belong to an organization, you can count on its members for support, since it is in the group's best interest to ensure its members remain effective. The organization might be able to loan you magic items for short-term use, or on occasion sell you items that might not otherwise be available. If you are a wizard, you might be able to trade spells with your fellow members. If nothing else, the group provides contacts, allies, and a pipeline to potential employers.

On the other hand, the group leaders expect you to accept assignments they hand down and to come to the aid of your fellows. If you have left the organization, you can no longer call on its resources for support, but neither does it have any influence over your activities.

**Table 3–1: The Abjurant Champion** **Hit Die: d10**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Abjurant armor, extended abjuration | +1 level of existing arcane spellcasting class |
| 2nd | +2 | +0 | +0 | +3 | Swift abjuration | +1 level of existing arcane spellcasting class |
| 3rd | +3 | +1 | +1 | +3 | — | +1 level of existing arcane spellcasting class |
| 4th | +4 | +1 | +1 | +4 | Arcane boost | +1 level of existing arcane spellcasting class |
| 5th | +5 | +1 | +1 | +4 | Martial arcanist | +1 level of existing arcane spellcasting class |

**Class Skills (2 + Int modifier per level):** Climb, Concentration, Craft, Handle Animal, Intimidate, Jump, Knowledge (arcana), Ride, Spellcraft, Swim.

## ABJURANT CHAMPIONS IN THE WORLD

*"Yeah, I thought the same thing. 'A mystic warrior with that kind of skill? Not a chance!' And look where that attitude got me!"*

—Tarvis One-Arm, former guardsman

Given the prevalence of magic and martial skills, it's not surprising that some groups or individuals seek to combine the two in ways never before attempted. Because their abilities are useful under almost any combat circumstances, these battlecasters can effectively be placed in national armies, mercenary companies, adventuring parties, or anywhere else a strong arm and a swift sword are in demand.

### Organization

While not all abjurant champions are members of the same order, all of them learned their skills from some sort of organization. These organizations vary dramatically, however. The Knights Ascendant, for instance, is a mercenary guild that hires out only to causes the guild leaders believe are just and honorable, whereas the members of the Scions of Kas revere Vecna's fallen lieutenant as a deity in his own right and offer sword and spell to the service of any conqueror or warlord they consider sufficiently strong. Similar organizations might serve a church or a nation or act as the militant arm of an arcanist guild.

Regardless, a member's daily life allows little free time. Waking hours not spent in direct service to the organization, on patrol, or on the field of battle are filled with martial training, arcane study, or both. The abjurant champion is not a divine caster, but his abilities require him to be as disciplined as any holy warrior.

### NPC Reactions

Unless an abjurant champion is blatant in his use of spells, most individuals can't easily distinguish him from a more mundane warrior (other than perhaps by his lack of visible armor) and react accordingly. Fighter-types and spellcasters who recognize the mystic warrior for what he is, however, react with distrust, uncomfortable with the notion of their own art being combined with the other. Such people begin one step nearer to hostile than they otherwise might.

## ABJURANT CHAMPION LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research abjurant champions to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Mystic warriors? Soldiers who can swing a sword *and* cast spells, I think.

**DC 15:** Oh, yeah, I've heard of the champions. They learn how to use their magic to fight better on the battlefield. It's not flashy, but it works.

**DC 20:** Abjurant champions can cast a wide variety of spells, depending on what they've studied, but they're particularly skilled at casting defensive spells. They can cast them much faster than normal.

**DC 30:** Characters who achieve this level of success can learn important details about specific abjurant champions in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs who wish to meet with an abjurant champion need only follow tales and stories of "spell-using warriors" back to the organization that utilizes them. Although this might send them in the wrong direction a few times, perhaps leading them to a spellsword or eldritch knight, it should eventually take them where they need to go.

## ABJURANT CHAMPIONS IN THE GAME

Abjurant champions are relatively easy to integrate into most campaigns. Even though their particular ability to combine two very different disciplines is unusual, the disciplines themselves are quite commonplace. They can appear as adventurers or soldiers from a distant land, members of an order with which the PCs have had little direct interaction, or even as people whom the PCs have *met* before, but *of* whose special abilities they were unaware. After all, in the midst of battle, it's difficult to tell that one particular soldier has somehow imbued himself with a small bonus or an enhancement spell.

The abjurant champion should appeal to PCs who enjoy playing martial characters, but who seek a touch of magical ability. The prestige class allows them to prove particularly effective in combat without overshadowing other warriors in the party.

### Adaptation

The abjurant champion can be made into a divine prestige class by altering the requirements and spellcasting progression. Alternatively, with a bit more work, the class can be transformed into a psionic prestige class, with its boost costing a range of psionic power points. On a campaign level, you might wish to restrict the champion to one particular organization of the setting.

### Sample Encounter

Abjurant champions are found wherever battle rages: on the fields of war, the walls of castles, the streets of the big city and the depths of foul dungeons. Characters can encounter an abjurant champion as a companion or enemy anywhere they might meet a soldier of an allied or a rival power.

**EL 11:** Guard-Captain Caspian LaMont of the Knights Ascendant is an honorable man and a skilled warrior. Once he commits himself to a cause, he adopts it as his own. Although the Knights Ascendant do not serve blatantly evil powers, they still might end up on the *opposite* side of a struggle from the characters. When the PCs encounter him, he might be scouting out his enemy's defenses or protecting an important location or leader of his employer's forces. He is willing to take whatever steps he must to avoid capture or defeat.

**Caspian LaMont** **CR 11**

Male half-elf fighter 4/sorcerer 2/abjurant champion 5
LN Medium humanoid
**Init** +6; **Senses** low-light vision, Listen +1, Spot +1
**Languages** Common

**AC** 24, touch 13, flat-footed 22
(+2 Dex, +9 armor, +1 deflection, +2 natural)
**hp** 66 (11 HD)
**Fort** +7, **Ref** +6, **Will** +10

**Speed** 30 ft. (6 squares)
**Melee** *shatterspike (+1 longsword)* +15/+10 (1d8+6/17–20)
**Base Atk** +10; **Grp** +13
**Atk Options** arcane boost, Improved Sunder
**Special Actions** abjurant armor, extended abjuration, swift abjuration
**Combat Gear** *shatterspike (+1 longsword,* +4 to sunder)
**Sorcerer Spells Known** (CL 10th):
3rd (4/day)—*haste, lightning bolt* (DC 16)
2nd (7/day)—*bear's endurance, blades of fire*[CA], *bull's strength*
1st (7/day)—*karmic aura** (DC 13), *jump, mage armor*†, *magic missile, true strike*
0 (4/day)—*daze* (DC 12), *detect poison, mage hand, mending, message, touch of fatigue* (+13 melee touch, DC 12), *resistance*
† Already cast

**Abilities** Str 16, Dex 14, Con 10, Int 10, Wis 10, Cha 14
**SQ** martial arcanist
**Feats** Combat Casting, Improved Critical (longsword), Improved Initiative, Improved Sunder, Power Attack, Practiced Spellcaster[CA], Weapon Focus (longsword), Weapon Specialization (longsword)
**Skills** Climb +6, Concentration +4 (+8 casting defensively), Diplomacy +4, Gather Information +4, Intimidate +6, Jump +6, Knowledge (arcana) +4, Listen +1, Ride +6, Search +1, Spellcraft +6, Spot +1
**Possessions** *shatterspike (+1 longsword,* +4 to sunder), *amulet of natural armor +2, ring of feather falling, ring of protection +1, cloak of resistance +2*

**Hook** "My mission doesn't demand your death. Step aside before that changes."
Note: LaMont does not keep a familiar, thinking that its presence in melee combat would prove more of a detriment than an advantage.

# ELDRITCH DISCIPLE

*"You have seen the powers my calling has granted me. How can I not devote my entire soul to the divinity in the wild?"*

—Leruun Anstrun, Disciple of the Wild

All warlocks harbor at least a grudging respect for the entities responsible for their powers. They are clearly beings of great mystical might, and thus worthy of regard. A rare few warlocks go beyond this attitude to actual reverence or worship of the fiendish, fey, or extraplanar powers that have made them far more than mortal. Such is the life of an eldritch disciple devoted to a deity who granted him the arcane talents of the warlock. Though his powers might take different forms, he knows that the source is the same.

## BECOMING AN ELDRITCH DISCIPLE

Most eldritch disciples begin their careers as clerics, gaining reverence and insight into divine mysteries through that class before beginning to explore eldritch secrets. Both Corellon Larethian and Lolth commonly encourage their most devoted and charismatic worshipers to become eldritch disciples (typically through powerful agents such as eladrins or demons), but any chaotic or evil deity has room for such an individual. Occasionally, a warlock who "gets religion" finds his way into this class after dabbling as a cleric, but this instance is less common.

### Entry Requirements

**Skills:** Knowledge (religion) 8 ranks, Knowledge (the planes) 4 ranks.
**Spells:** Ability to cast 2nd-level divine spells.
**Invocations:** Ability to use least invocations.
**Special:** Ability to turn or rebuke undead, must worship a chaotic or evil deity.

## CLASS FEATURES

In addition to improving your existing divine spellcasting and invocation-using abilities, as a divine disciple you gain the ability to channel positive or negative energy for a variety of purposes. In particular, the eldritch spellweave ability allows you to combine the powers of both classes for a potent effect.

**Invocations:** At each level, you gain new invocations known and an increase in caster level as if you had also gained a level in an invocation-using class to which you belonged before adding the prestige class level. (This includes *eldritch blast.*) You do not, however, gain any other benefit a character of that class would have gained. If you had more than one invocation-using class before becoming an eldritch disciple, you must decide to which class to add each level for the purpose of determining caster level and invocations known.

**Spellcasting:** At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming an eldritch disciple, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Gift of the Divine Patron (Su):** At 1st level, you gain a sacred gift of power from your divine patron (who is also the source of your cleric spells and, directly or indirectly, your warlock invocations).

Choose one of the following abilities at 1st level, and another ability every three levels thereafter (4th, 7th, and 10th level). You can spend one of your turn/rebuke undead attempts as a swift action to activate the chosen power.

*Corrupting Blast:* In place of applying an eldritch essence invocation to your *eldritch blast,* you can change it into a corrupting blast. In addition to its normal effect, the blast applies

a penalty on the target's next Will save equal to 1/2 your class level (minimum –1). If the target doesn't attempt a Will save before the end of your next turn, the effect fades.

*Damage Reduction:* You gain temporary damage reduction (overcome by cold iron) equal to 1/2 your class level (minimum 1).This damage reduction stacks with the damage reduction granted by the warlock class. This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round).

*Fearful Glare:* You can render a single living creature within 30 feet of you shaken for 1 round (Will negates; DC 10 + class level + Cha modifier). The creature's HD can't exceed your character level.

*Fiendish Resistance:* You gain resistance to acid and fire equal to 10 + your class level. This resistance stacks with the energy resistance granted by the warlock class. This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round). Your deity must be evil for you to select this gift.

*Healing Blast:* In place of applying an eldritch essence invocation to your *eldritch blast*, you can change it into a healing blast. The blast heals living creatures instead of dealing damage to them (the damage healed is equal to the damage normally dealt). Against undead, the healing blast deals damage as normal; against constructs or objects, the healing blast has no effect. Your deity must be non-evil for you to select this gift.

*Protective Aura:* You surround yourself with a *magic circle against evil* centered on you. This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round). Your deity must be good for you to select this gift.

*Strength of Will:* You gain a bonus equal to 1/2 your class level (minimum +1) on your next save to resist a mind-affecting spell or ability. This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round); if you haven't attempted an appropriate save in this time, the effect ends.

*Wild Frenzy:* You gain a +2 bonus on attack rolls and damage rolls with melee weapons and *eldritch blasts*, along with temporary hit points equal to twice your class level. This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round). Your deity must be chaotic for you to select this gift.

**Turn/Rebuke Undead:** Your eldritch disciple level stacks with your other class levels for the purpose of determining your ability to turn or rebuke undead.

**Eldritch Spellweave (Su):** Beginning at 5th level, you can apply an eldritch essence invocation you know (other than *greatreach blast* or *spellblast;* see the eldritch theurge class features on page 57) to any divine spell that affects a target or that requires a melee or ranged touch attack. The spell's level must be at least as high as the level of the eldritch essence (for example, you can apply *hellrime blast* only to a spell of 4th level or higher). If the essence requires a saving throw, use the normal save DC for that essence. If an eldritch essence invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *dimensional anchor*, for example).

Using this ability increases the spell's casting time to 1 full-round action. A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you must choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

You can use this ability a number of times per day equal to 3 + your Cha modifier (minimum 1).

**Timeless Body (Ex):** Beginning at 10th level, the divine power of your patron infuses you with eternal vigor. You no longer age (PH 37).

*Leruun Anstrun, an eldritch disciple*

## PLAYING AN ELDRITCH DISCIPLE

You are the favored and most devoted disciple of beings far beyond mortal ken. Some mock or doubt your devotion, claiming that you have sullied the pure worship of the gods with eldritch trickery, but you understand that your connection is more potent than mortals can hope to understand. You stand ready to serve when called upon, but since divine beings rarely interact with mortals directly, you spend your time in pursuit of your own goals. Others see this as convenient hypocrisy on your part, but you know that as you advance your own causes and increase your own power, so too do you advance the causes and honor the power of your patron.

As long as you don't actively alienate other followers of your deity, you can fit into any organization that would welcome a cleric or similar character. If—as is all too common among eldritch disciples—you don't quite fit in with a large-scale church, you might belong to a small or obscure cult dedicated not to your deity but to the otherworldly agents (infernal, fey, or otherwise) responsible for your arcane talents. Far more likely, you engage in your religious practices on your own, considering them more personal than any shared experience in a church.

### Combat

Your *eldritch blast* is still your most potent weapon, but your divine spells offer you a wider variety of options. Although you have access to powerful offensive spells, consider using your magic to increase your own, or your companions', combat prowess. Don't neglect your ability to heal yourself or your allies, but don't burn through your spells early in an attempt to do so; make the most efficient use of your spells in battle, saving the healing until combat is over or it becomes absolutely necessary. Try to avoid standing on the front lines when possible, since you likely lack the defensive prowess of a single-classed cleric.

### Advancement

The belief of the eldritch disciple is an intensely personal one, and one that you did not acquire through any organized faith or practice. You work now to increase your divine and eldritch powers both, and to make yourself as potent and skilled a servant of your patron as possible. You might seek to complete a specific goal laid out for you by your patron deity or other, more powerful emissaries thereof; more likely, you pursue your own objectives, knowing that as you advance you honor the entity who empowers you.

Extra Turning is likely the single most valuable feat for you to select, since it gives you extra uses of your gifts. Beyond that, focus on feats that benefit both of your arcane classes (such as Spell Penetration). Choose invocations that don't tread too closely on your divine spellcasting—as long as you have the option of versatility, you might as well use it. Investing additional ranks in Knowledge (religion) allows you to stay aware of the realities both of your own faith and of those around you, which can help your long-term survival. Keep both your Wisdom and Charisma as high as you can—the former for your divine spellcasting, the latter for your invocations and divine gifts.

### Resources

Eldritch disciples are normally loners in terms of their religious practices—or, at best, are members of very small and often illicit cults. As such, they have few outside resources on which they can draw, other than those that they or their adventuring companions can acquire on their own.

## ELDRITCH DISCIPLES IN THE WORLD

*"Worshipers of hellish or unnatural beings, practitioners of ill-understood magic... I find these initiates to be deluded at best, and heretics of the vilest and most dangerous type at worst."*

—Jozan, cleric of Pelor

Eldritch disciples represent the most devoted and most misunderstood servants of divine powers. They might wander alone or serve as leaders or operatives of underground cults, but they rarely hold positions of great prominence or power—or at least, they rarely do so openly. As such, this prestige class is well suited to secret cabalists or religious conspirators who function behind the scenes. Members are, to the last one, religious zealots, so even those who do not have sinister agendas or dangerous secrets are likely treated by others as if they do. The eldritch disciple class allows players and DMs both to delve more thoroughly into the questions of what sorts of beings grant the power available to warlocks, and what sorts of individuals seek that power out.

**Table 3–2: The Eldritch Disciple** **Hit Die: d8**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Gift of the divine patron, turn/rebuke undead | +1 level of existing invocation-using class |
| 2nd | +1 | +3 | +0 | +3 | — | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 3rd | +2 | +3 | +1 | +3 | — | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 4th | +3 | +4 | +1 | +4 | Gift of the divine patron | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 5th | +3 | +4 | +1 | +4 | Eldritch spellweave | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 6th | +4 | +5 | +2 | +5 | — | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 7th | +5 | +5 | +2 | +5 | Gift of the divine patron | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 8th | +6 | +6 | +2 | +6 | — | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 9th | +6 | +6 | +3 | +6 | — | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |
| 10th | +7 | +7 | +3 | +7 | Gift of the divine patron, timeless body | +1 level of existing divine spellcasting class and +1 level of existing invocation-using class |

**Class Skills (2 + Int modifier per level):** Bluff, Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft.

### Organization

Although quite a few eldritch disciples join cults or similar organizations devoted to the power or patron whom they serve—and often hold positions of high esteem in those organizations—no orders specifically devoted to the eldritch disciple as a class exist.

### NPC Reactions

Few people react well to the presence of an eldritch disciple. The common folk do not understand the powers wielded by warlocks and think of them (sometimes accurately) as servants of darkness. Add to that an overt fanaticism devoted to secretive entities other than the gods with which most people are familiar, and the fear and suspicion only increase. People react to an eldritch disciple one step nearer to hostile than they normally would, and clerics and other religious individuals react two steps nearer to hostile unless they have a deity or alignment in common.

*"I care little for where my power comes from. I control it. It is mine to do with what I will. Test me and I will leave you a broken shell of your former self so that you may yet live to regret your foolishness?*

—Morthos the warlock

## ELDRITCH DISCIPLE LORE

Characters who have ranks in Knowledge (religion) or the bardic knowledge ability can research eldritch disciples to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** An eldritch disciple is a believer in divine heresies, wielding both arcane and divine abilities.

**DC 15:** An eldritch disciple gains innate arcane powers as other warlocks do, but she supplements them by actively worshiping the source of those powers. She channels divine energy as clerics do, but uses this power to mimic the abilities of terrible, otherworldly beings.

**DC 20:** An eldritch disciple combines the arcane and the divine to make herself resistant to injury, weaken the will of his enemies, or heal critical injuries. The most powerful eldritch disciples even escape the bonds of aging.

**DC 30:** Characters who achieve this level of success can learn important details about a specific eldritch disciple in your campaign, the areas where she operates, and the kinds of activities she undertakes.

Characters seeking to contact an eldritch disciple have little recourse other than to attempt to locate a cult or cabal that worships the same power as the initiate they seek and hope the organization knows of his location... and is willing to share the information.

## ELDRITCH DISCIPLES IN THE GAME

An eldritch disciple can first appear as a lone servitor of strange powers, or as the figure behind a mysterious cult. Because these characters often interact with powers outside traditional divinities, they are a useful way of introducing those concepts. For instance, perhaps the PCs first learn of the existence of the faerie courts when researching the strange abilities of a new foe.

The eldritch disciple class is appropriate for players who enjoy portraying or exploring beliefs outside the mainstream of the campaign setting, players who would like to add a bit of variety to the warlock's relatively limited arsenal, or players who want to add some combat "punch" to a divine caster.

### Adaptation

The most obvious alteration to the eldritch disciple is to drop the turn/rebuke undead requirement and provide a similar ability (usable only to activate gifts) at 1st level.

While this removes some of the class's flavor, it does open the eldritch disciple to a wider range of druid/warlock or favored soul/warlock multiclass combinations. Alternatively, you might go to another extreme in a campaign, allowing only worshipers of one particular entity or group to become eldritch disciples.

### Sample Encounter

PCs might find themselves adventuring or fighting alongside eldritch disciples who seek to aid others or to advance themselves without harming others in the process. Unfortunately, the majority of patrons who empower eldritch disciples are beings of wild chaos, if not outright evil, and a significant number of eldritch disciples are likewise destructive. PCs could face lone initiates or entire cults and never identify the being whom the worshipers serve.

**EL 10:** When the PCs encounter her, Leruun Anstrun is seeking to win over a village to the worship and service of the wild. Although she does this by aiding them when possible, she is also swift to punish those who refuse to heed her instructions. Her chaotic nature makes her a capricious leader, and the villagers turn to the PCs for aid.

**LERUUN ANSTRUN** **CR 10**

Female human cleric 3/warlock 3/eldritch disciple 4
AL N Medium humanoid
**Init** +0; **Senses** Listen +3, Spot +3
**Languages** Common, Sylvan

**AC** 15, touch 10, flat-footed 15; Dodge (+5 armor)
**hp** 57 (10 HD); **DR** 1/cold iron
**Fort** +9, **Ref** +5, **Will** +13

**Speed** 30 ft. (6 squares)
**Melee** mwk spear +8/+3 (1d8/×3)
**Ranged** *eldritch blast* +7 ranged touch (4d6)
**Base Atk** +7; **Grp** +7
**Special Actions** *detect magic,* gift of the divine patron (damage reduction), gift of the divine patron (healing blast), greater turning 1/day, spontaneously cast *cure* spells, rebuke/command plant creatures 9/day (+2, 2d6+5, 3rd), turn undead 9/day (+2, 2d6+9, 7th)
**Cleric Spells Prepared (CL 6th):**
3rd—*dispel magic, protection from energy, searing lightD* (+7 ranged touch), *stone shape*
2nd—*barkskinD, eagle's splendor, hold person* (DC 15), *owl's wisdom, zone of truth* (DC 15)
1st—*command* (DC 14), *entangleD* (DC 14), *obscuring mist, sanctuary* (DC 14), *shield of faith*

0—*detect poison, guidance, light, mending, resistance*
D: Domain spell. Deity: The Wild. *Domains:* Plant, Sun
**Invocations** (CL 7th):
Lesser—*walk unseen*
Least—*call of the beast*, devil's sight, eldritch spear*

**Abilities** Str 10, Dex 10, Con 13, Int 10, Wis 16, Cha 15
**Feats** Combat Casting, Dodge, Extra Turning, Lightning Reflexes, Maximize Spell-Like Ability *(eldritch blast)*
**Skills** Bluff +6, Concentration +6 (+10 casting defensively), Diplomacy +4, Intimidate +7, Knowledge (nature) +5 (from Plant domain), Knowledge (the planes) +8, Listen +3, Sense Motive +8, Speak Language (Sylvan), Spellcraft +5, Spot +3, Survival +3 (+5 aboveground or on other planes)
**Possessions** masterwork spear, *+2 studded leather armor, cape of the mountebank, pearl of power (1st level)*

**Hook** "You may worship the divine, but I wield its power in my very hands!"

# ELDRITCH THEURGE

*"Magic resides in my mind, my heart, my blood, and my soul. How can anyone as limited as you possibly stand against me?"*
—Oslavan Kaligos, the Night-Bearer

Most of those who find themselves blessed (or cursed) with magic burning in their fiendish blood become warlocks, but a rare few study formal magic to better understand and control their powers. The result is the eldritch theurge, a master of both spells and invocations, a mage with the terrifying combination of potent spells and a reserve of abilities he can't possibly exhaust.

## BECOMING AN ELDRITCH THEURGE

All eldritch theurges have levels in the warlock class, since this is the only currently known means to meet two of the requirements. Most eldritch theurges take levels in wizard since this allows fastest access to the class, but a significant number become sorcerers, taking advantage of their high Charisma. A few meet the requirements as bards, though this is exceptionally rare. Other combinations with arcane casting classes are possible, such as the wu jen (*Complete Arcane*) or the dread necromancer (*Heroes of Horror*), but are at least as rare as the bard.

### Entry Requirements

**Skills:** Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks.
**Spells:** Ability to cast 2nd-level arcane spells.
**Invocations:** Ability to use least invocations.
**Special:** *Eldritch blast* +2d6.

## CLASS FEATURES

As you advance as an eldritch theurge, your skill with both arcane spells and invocations increases until you're able to combine them into a single potent energy.

**Spellcasting:** At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class (but not an invocation-using class) to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming an eldritch theurge, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Invocations:** At each level, you gain new invocations known and an increase in caster level as if you had also gained a level in an invocation-using class to which you belonged before adding the prestige class level. (This includes *eldritch blast.*) You do not, however, gain any other benefit a character of that class would have gained. If you had more than one invocation-using class before becoming an eldritch theurge, you must decide to which class to add each level for the purpose of determining caster level and invocations known.

**Damage Reduction (Su):** Fortified by the supernatural power flowing through your body, you become resistant to physical attacks. You gain damage reduction 1/cold iron at 1st level; this stacks with damage reduction gained from other sources.

Your damage reduction improves to 2/cold iron at 4th level, to 3/cold iron at 7th level, and to 4/cold iron at 10th level.

**Fiendish Resilience (Su):** Beginning at 2nd level, you know the trick of fiendish resilience. Once per day, as a free action, you can enter an elevated physical state that lasts for 2 minutes. While in this state, you gain fast healing 1.

At 9th level, your fiendish resilience improves; while in your fiendish resilience state, you gain fast healing 2 instead.

This ability stacks with fiendish resilience granted by any other source.

**Spellblast (Sp):** This invocation (Lesser; 4th; Eldritch Essence), learned at 3rd level, allows you to place an arcane spell that affects an area upon your *eldritch blast.* If the *eldritch blast* hits its target, the spell's area is centered on any corner of the target's space, even if the spell could normally be centered only on the caster. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast.* Only an area spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast.*

Only the first target of your *eldritch blast* is affected by the spell (for example, an *eldritch chain spellblast* centers the spell on the initial target, not on any of the secondary targets). If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *spellblast* as a spell whose level is equal to the area spell placed upon the *eldritch blast* (minimum 4th level).

**Eldritch Spellweave (Su):** Beginning at 5th level, you can apply an eldritch essence invocation you know (other than *greatreach blast* or *spellblast*) to any arcane spell that affects a target or that requires a melee or ranged touch attack. The spell's level must be at least as high as the level of the eldritch essence (for example, you can apply *hellrime blast only to* a spell of 4th level or higher). If the essence requires a saving throw, use the normal save DC for that essence. If an eldritch essence invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *charm monster*).

Using this ability increases the spell's casting time to 1 full-round action. A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

You can use this ability a number of times per day equal to 3 + your Cha modifier (minimum 1).

**Greatreach Blast (Sp):** This invocation (Greater; 5th; Eldritch Essence) allows you to place an arcane spell with a range of touch upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell takes effect on that target as if you had touched it. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only a touch spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell (for example, an *eldritch greatreach chain* delivers the touch spell on the initial target, not on any of the secondary targets). If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *greatreach blast* as a spell whose level is equal to the touch spell placed upon the *eldritch blast* (minimum 5th level).

## PLAYING AN ELDRITCH THEURGE

You are a master of multiple forms of magic, drawn from your inhuman heritage, your sheer determination, and your intellectual study—or perhaps it's a product of the blood of dragons that might be part of your ancestry. Your combination of innate and learned abilities makes you a superior specimen. You might feel a responsibility because of this and work to defend others, or you might be arrogant and ambitious, determined to take your "rightful place" among the weaker peoples of the world. In either case, you are unquestionably proud of what you are and what you have accomplished; humility is a rare feature indeed among eldritch theurges.

### Combat

Your options in combat are more varied than those of other spellcasters. Use your *eldritch blast* as a default weapon, picking off foes throughout the field until you can maneuver yourself into a position where your other, possibly more potent spells (or blast/spell combos) are effective. Because your combination of spells and invocations likely means that you can target both individuals and crowds, you can function equally well among a party of melee combatants, archers, or other spellcasters.

Perhaps the only hard and fast rule is that you rarely, if ever, want to close to melee range. Only when menaced by blade or claw do your abilities potentially fail you, placing you in serious danger. Stay back and play to your strengths.

### Advancement

You might have been a warlock first, one who pursued the arcane arts as a means of better understanding magic in general, and your own powers in particular. Alternatively, you might have been a spellcaster who abruptly discovered your innate abilities. Whatever the case, you ultimately reached the only conclusion available to you: that there must be some means of combining these two forces that flow through your body and soul. You set out on a path of study and self-discovery and haven't looked back.

**Table 3–3: The Eldritch Theurge** **Hit Die: d4**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | DR 1/cold iron | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 2nd | +1 | +0 | +0 | +3 | Fiendish resilience 1 | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 3rd | +2 | +1 | +1 | +3 | *Spellblast* | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 4th | +3 | +1 | +1 | +4 | DR 2/cold iron | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 5th | +3 | +1 | +1 | +4 | Eldritch spellweave | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 6th | +4 | +2 | +2 | +5 | — | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 7th | +5 | +2 | +2 | +5 | DR 3/cold iron | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 8th | +6 | +2 | +2 | +6 | — | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 9th | +6 | +3 | +3 | +6 | Fiendish resilience 2 | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |
| 10th | +7 | +3 | +3 | +7 | DR 4/cold iron, greatreach blast | +1 level of existing arcane spellcasting class and +1 level of existing invocation-using class |

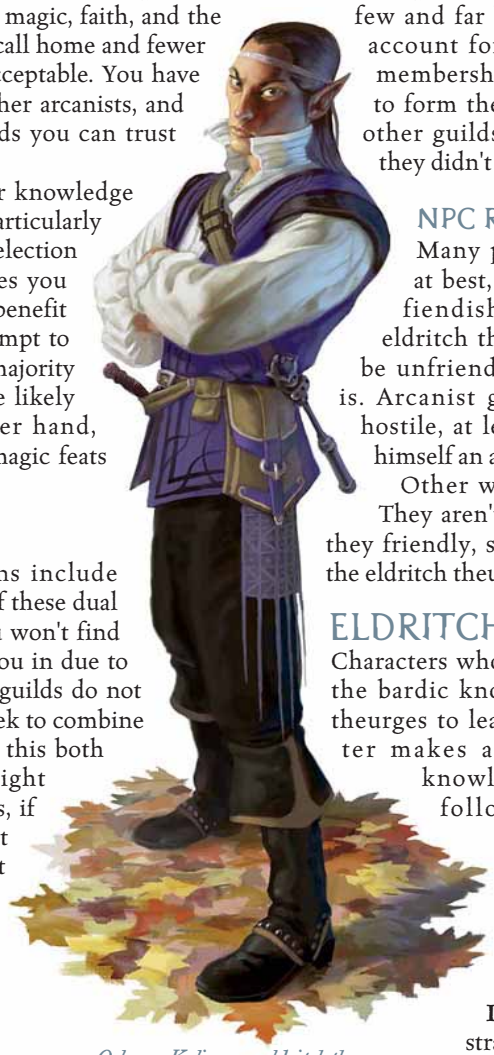
**Class Skills (2 + Int modifier per level):** Bluff, Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, Use Magic Device.

You constantly work to increase your understanding of both forms of magic. Adventuring is one way to do that, for few other careers offer the same opportunities to practice your arts, but you can also hire yourself out as a spellcaster or study writings and philosophy on magic, faith, and the planes. You have few places you can call home and fewer places you truly belong, but that's acceptable. You have your powers, far beyond those of other arcanists, and if lucky you have a few close friends you can trust as well.

Focus on skills that increase your knowledge and abilities in all types of magic, particularly Knowledge and Spellcraft. Your feat selection might be among the hardest choices you have to make; try to select feats that benefit both types of casting, or at least attempt to advance both relatively equally. The majority of metamagic feats, for example, are likely poor choices for you; on the other hand, Spell Penetration and sudden metamagic feats (*Complete Arcane*) are good options.

### Resources

Although a very few organizations include eldritch theurges, the vast majority of these dual casters are utterly on their own. You won't find many communities willing to take you in due to your unusual ancestry, and arcanist guilds do not trust you for the same reason. You seek to combine your unique magic with theirs, and this both angers and frightens them. You might find allies among cadres of warlocks, if such groups exist in your region, but even they might look askance at your attempts to combine disparate magic talents. For the most part, you have to get by with whatever you can earn on your own.



*Oslavan Kaligos, an eldritch theurge*

## ELDRITCH THEURGES IN THE WORLD

*"These arcane dilettantes not only refuse to fight their fiendish natures, they augment that nature with other magic. Surely, they aye the worst kind of villains"*

—Confessor Ruprecht Varsuun,
vindicator of the Immaculate Cabal

Eldritch theurges are few in number and scattered across the world. Though rare, they provide a means for PC and NPCs alike to study the borders between different types of magic, and they serve to answer some basic questions. Might not a warlock seek to augment his power through traditional spellcasting means? Would not wizards seek to better understand the nature of the warlock's truly spontaneous magic? The eldritch theurge answers those questions—or at least proves that some are trying to answer them—without greatly tipping the balance of power in a campaign setting.

### Organization

Eldritch theurges have no organizations to call their own. Some broad-minded (or power-hungry) arcanist guilds, cults, and orders permit them membership, but these groups are few and far between, and eldritch theurges never account for more than a tiny minority of their membership. Their numbers are simply too low to form their own groups, and even if they tried, other guilds, as well as churches, would see to it they didn't last long.

### NPC Reactions

Many people understand magic only poorly at best, and all have reason to fear those with fiendish or fey blood. In most regions, an eldritch theurge can expect the common folk to be unfriendly if they learn who—and what—he is. Arcanist groups and churches are downright hostile, at least until the eldritch theurge proves himself an ally.

Other warlocks normally react indifferently. They aren't necessarily aggressive, but neither are they friendly, since they, too, fail to fully understand the eldritch theurge's ways and desires.

## ELDRITCH THEURGE LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research eldritch theurges to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** A fancy name for bizarre witches who combine arcane magic with hell-spawned tricks.

**DC 15:** An eldritch theurge works both arcane and innate magic.

**DC 20:** Eldritch theurges can cast spells straight through those strange mystic bolts they throw.

**DC 30:** Characters who achieve this level of success can learn important details about a specific eldritch theurge in your campaign, the areas where he operates, and the kinds of activities he undertakes.

Finding an eldritch theurge is a quest unto itself. Rare as they are, PCs must investigate rumors of warlocks or casters with strange powers, or tales of witches descended from fiends or faerie kings who cast a wide variety of spells. How successful the PCs are, and where they finally find their quarry, depends on the success of their methods and the needs of the campaign.

## ELDRITCH THEURGES IN THE GAME

The DM can introduce an eldritch theurge wherever and whenever seem the most appropriate. A previously encountered wizard, sorcerer, or warlock might instead turn out to

be a member of this rare class. Alternatively, the PCs might never have met an eldritch theurge, but one day hear legends of a mysterious caster who shows abilities beyond the ken of any "normal" character class.

This prestige class should appeal to players who enjoy portraying a mysterious, frightening, and enigmatic caster, warlock players who'd like to gain a little extra punch or variety, or arcanist players who want to branch out in new directions or acquire "backup" magic that never runs out.

## Adaptation

Just as the warlock can come from something other than a fiendish origin, so too can the eldritch theurge. Perhaps warlocks gain their powers from draconic ancestors and simply manifest differently from sorcerers. In such cases, the eldritch theurge might be limited to warlock/sorcerer combinations, allowing the character to master all aspects of his heritage. Alternatively, the blood running through the warlock might be fey, and his desire to learn wizardly magic is an extension of the curiosity innate to many of those creatures; the class for this character might focus more on tweaking prepared spells or applying metamagic effects to his *eldritch blast*.

## Sample Encounter

Eldritch theurges constantly seek experience, knowledge, or power. PCs might join with one who seeks to unearth an ancient tome, or they might come up against an eldritch theurge bent on conquering a city to raid its churches, guilds, and libraries. They are powerful casters indeed, so an eldritch theurge might hold a position in a government or wizards guild; whether his fellow members know him for what he truly is or believe him to be a "normal" caster depends on the circumstances.

**EL 16:** Oslavan Kaligos, often called the Night-Bearer, is something of a bogeyman among arcanist organizations. The demon-blooded elf has an unquenchable thirst for knowledge and power, not an uncommon trait among eldritch theurges—but Kaligos thoroughly believes that only he is entitled to the knowledge he finds. Thus, he makes a practice of killing those he learns from, or even those he suspects of knowing information he wishes kept secret. When the PCs encounter him, he has recently murdered a low-level wizard in a great city and is currently working his way up through the ranks of the wizards guild, seeking those who can provide him access to the organization's archives.

### Oslavan Kaligos — CR 16

Male elf warlock 3/wizard 3/eldritch theurge 10
CE Medium humanoid
**Init** +6; **Senses** Listen +2, Spot +2; low-light vision
**Languages** Abyssal, Common, Draconic, Elven, Goblin

**AC** 20, touch 15, flat-footed 18
(+2 Dex, +4 armor, +3 deflection, +1 natural)
**hp** 46 (16 HD); fast healing 2; **DR** 5/cold iron
**Immune** sleep
**Fort** +5, **Ref** +7, **Will** +13 (+15 against enchantments)

**Speed** 30 ft. (6 squares)
**Melee** light mace +9/+4 (1d6–1)
**Ranged** *eldritch blast* +12 ranged touch (6d6) or
**Ranged** light crossbow +12 (1d8/19–20×2)
**Base Atk** +10; **Grp** +10
**Atk Options** *beshadowed blast, greatreach blast, maximized eldritch blast* 3/day, *sickening blast, spellblast, vitriolic blast*
**Special Actions** *detect magic,* eldritch spellweave 6/day
**Combat Gear** light mace, light crossbow
**Wizard Spells Prepared** (CL 13th; 1d20+15 to overcome SR):
7th—*greater teleport*
6th—*disintegrate* (DC 21), *globe of invulnerability*
5th—*break enchantment, cloudkill* (DC 20), *dominate person* (DC 20), *lightning leap** (DC 20)
4th—*charm monster* (DC 19), *dimension door, dimensional anchor* (+12 ranged touch), *enervation* (+12 ranged touch), *Otiluke's suppressing field**
3rd—*displacement, fireball* (DC 18), *protection from energy, stinking cloud, tongues*
2nd—*crystalline memories** (DC 17), *resist energy, scorching ray* (+12 ranged touch), *see invisibility, touch of idiocy* (+10 melee touch)
1st—*comprehend languages, disguise self magic missile, ray of enfeeblement* (+12 ranged touch), *shield, true casting**
0—*detect poison, light, mage hand, open/close*
**Invocations** (CL 13th; 1d20+15 to overcome SR):
Greater—*devour magic, greatreach blast*[B], *vitriolic blast*
Lesser—*beshadowed blast, crawling eye**, *fell flight, spellblast*[B]
Least—*devil's sight, entropic warding, sickening blast*

**Abilities** Str 8, Dex 15, Con 10, Int 20, Wis 10, Cha 17
**SQ** able to notice secret or concealed doors
**Feats** Combat Casting, Improved Initiative, Maximize Spell-Like Ability[CA] (*eldritch blast*), Scribe Scroll[B], Skill Focus (Spellcraft), Silent Spell, Spell Penetration
**Skills** Bluff +17, Concentration +13, Diplomacy +5, Disguise +3 (+5 acting), Intimidate +19, Knowledge (arcana) +19, Knowledge (the planes) +19, Listen +2, Search +7, Spellcraft +24 (+26 to decipher scrolls), Spot +2, Survival +0 (+2 on other planes), Use Magic Device +10 (+12 scrolls)
**Possessions** light mace, light crossbow, *amulet of natural armor +1, bracers of armor +4, headband of intellect +4, ring of protection +3, rod of enemy detection*
**Spellbook** spells prepared plus 0—all; 1st—*alarm, detect secret doors, expeditious retreat, feather fall, mage armor, Tenser's floating disk;* 6th—*dispel magic, greater, Rary's arcane conversion**.

Note: Kaligos does not keep a familiar. He has crippled many casters by slaying their familiars and does not wish to take the same risk.

**Hook** "You should be honored. I only slay the best."

# Enlightened Spirit

*"People change."*

—Torgar Coalhair, enlightened spirit

Although the fiendish origins of the warlock's power can't be denied, he need not fully embrace the darkness. Some warlocks start down the fiendish path, then repent and turn toward the light. Such rare individuals are called enlightened spirits.

## BECOMING AN ENLIGHTENED SPIRIT

Only good-aligned warlocks can take this prestige class. Enlightened spirits lose the flexibility to choose invocations but instead gain specific, powerful invocations to use in the fight against evil.

### Entry Requirements

**Alignment:** Any good.
**Skills:** Knowledge (the planes) 8 ranks.
**Special:** Eldritch blast 3d6.

## CLASS FEATURES

You acquire celestial abilities as advance in this prestige class, gradually leaving behind your fiendish legacy as you rise to a higher spiritual state. Your new abilities make you an able combatant and aid your allies as well.

**Aura of Courage (Su):** You are immune to fear, and each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects (PH 44).

**Aura of Menace (Su):** A righteous aura surrounds you whenever you fight or get angry. Any hostile creature within a 5-foot radius of you takes a –2 penalty on attacks, AC, and saves for 24 hours or until it successfully hits you. A creature that has resisted or broken the effect can't be affected again by your aura for 24 hours.

*Torgar Coalhair, an enlightened spirit*

**Spirit Blast (Sp):** This invocation (Lesser; 4th; Eldritch Essence) allows you to change your *eldritch blast* into a *spirit blast*. The blast deals an extra 1 point of damage per die to undead. Your *spirit blast* also affects incorporeal creatures without the normal miss chance.

**Eldritch Blast (Sp):** At 2nd level and every even-numbered level thereafter, the damage of your *eldritch blast* improves by 1d6 points.

**Spirit Armor (Su):** Beginning at 2nd level, you gain a +1 sacred bonus to Armor Class.

The bonus improves to +2 at 6th level and +3 at 10th level.

**Celestial Flight (Sp):** At 3rd level, you gain the *celestial flight* invocation (Lesser; 3rd). The powers of light bear you aloft as you sprout shimmering spirit wings. You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

**Tongues (Su):** Beginning at 4th level, you can speak any language. This ability works as the *tongues* spell does, except that it is continuously active. You can suppress or resume the effect as a free action.

**Shape Invocation (Sp):** At 5th level, you learn any one least, lesser, or greater blast shape invocation.

### Table 3–4: The Enlightened Spirit — Hit Die: d6

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Aura of courage, aura of menace, *spirit blast* |
| 2nd | +1 | +0 | +0 | +3 | *Eldritch blast* +1d6, spirit armor (+1 AC) |
| 3rd | +2 | +1 | +1 | +3 | *Celestial flight* |
| 4th | +3 | +1 | +1 | +4 | *Eldritch blast* +2d6, tongues |
| 5th | +3 | +1 | +1 | +4 | *Shape invocation,* energy resistance 5 |
| 6th | +4 | +2 | +2 | +5 | *Eldritch blast* +3d6, spirit armor (+2 AC) |
| 7th | +5 | +2 | +2 | +5 | *Holy blast* |
| 8th | +6 | +2 | +2 | +6 | *Eldritch blast* +4d6 |
| 9th | +6 | +3 | +3 | +6 | *Transform magic* |
| 10th | +7 | +3 | +3 | +7 | *Eldritch blast* +5d6, death ward, spirit armor (+3 AC) |

**Class Skills (2+ Int modifier per level):** Bluff, Concentration, Craft, Diplomacy, Disguise, Intimidate, Jump, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, Use Magic Device.

**Energy Resistance 5 (Su):** At 5th level, you gain resistance 5 to any two of the following energy types: acid, cold, electricity, and fire.

**Holy Blast (Sp):** At 7th level, you gain an invocation (Greater; 6th; Eldritch Essence) that allows you to change your *eldritch blast* into a *holy blast*. The blast deals an extra 1 point of damage per die to evil outsiders. The blast also affects any evil outsider as if you had cast a *dimensional anchor* spell on it.

**Transform Magic (Sp):** Gained at 9th level, this invocation (Greater; 6th) allows you to deliver a targeted *greater dispel magic* with your touch. You or any ally within 30 feet of you can heal 5 points of damage for each spell level dispelled by this touch (the spell level is determined by its caster's class). For example, if you successfully dispel a *wall of ice*, you or an ally can heal up to 20 points of damage. You can't transform your own invocations.

**Death Ward (Su):** At 10th level, you become immune to death spells, magical death effects, energy drain, and negative energy effects as the *death ward* spell.

### Ex-Enlightened Spirits

An enlightened spirit who becomes non-good loses all class features granted by this prestige class and can't gain any further levels of enlightened spirit. You regain your abilities and advancement potential if you once again become good and atone for your violations (see *atonement*, PH 201).

## PLAYING AN ENLIGHTENED SPIRIT

You're living proof that anyone can change, regardless of where he begins. You began as an arcane magician with a fiendish heritage, but you had a change of heart and chose the path of good over evil.

Your new life is rewarding, but you still walk a difficult path. Good people sometimes have trouble trusting you if they realize what you once were, and evil folk consider you a traitor to your former ideals. Temptation to return to your old ways is everywhere, and will be until you die. But you have come this far, and you know you can overcome your past.

### Combat

Your *eldritch blast* is your best weapon in combat, so use it as much as you can. Your invocations can also prove useful for confounding enemies and altering the effects of your blasts. You need to stay reasonably close to the action so that your auras can scare away enemies and aid allies. Still, you're not as tough as a fighter or even a cleric, so you can stay in the front line for only a short time. You should be sure that you have a good position to which you can retreat and fire your *eldritch blasts* while your comrades cover you.

### Advancement

You were born with a fiendish legacy that gave you eldritch powers, which you exploited for personal gain. As you became more powerful, you wholeheartedly embraced your heritage further, using your warlock's powers as you saw fit.

But at some point, you realized the error of your ways. You saw the harm your actions caused, and you decided to abandon your fiendish legacy and turn over a new leaf. Since then, you have used your powers to help others and to fight for the cause of good. Your change of heart has paid off in new powers that help you stay on the path of righteousness.

No special organization exists to support you, since so few other warlocks ever see the light. But you stick close to good churches and avoid evil companions.

Keep your Charisma score high to ensure that you can use your special abilities to best effect. Sense Motive is a good skill to keep maximized, as is Knowledge (the planes), since you have your sights fixed on a celestial goal. You can still benefit from all the feats that improve your *eldritch blast*, plus any combat-oriented feats focusing on weapons that you can use.

### Resources

Since you have no organization of like-minded individuals to support you, you must depend on those to whom you provide aid for return favors. Good-aligned churches are your best resources—you can ask them for healing, references, aid against your detractors, and even the loan of the occasional magic item. Paladins can also be helpful, especially for convincing others of your innate goodness. Finally, communities to which you have rendered aid can provide you with food and shelter, aid in defense, and a variety of services.

## ENLIGHTENED SPIRITS IN THE WORLD

*"He says he's seen the light. But once a hellspawn, always a hellspawn, I say."*

—Arilus Gendor, innkeeper

An enlightened spirit can add plenty of interest to a campaign focused on arcane magic, especially if your PCs are already familiar with warlocks. The concept that a warlock can transcend his innate fiendish nature and gain celestial powers should make characters a bit more cautious about painting every warlock with the same brush. The classic misdirection in which the PCs are sent after a known warlock and discover instead a force for the cause of good is an excellent turnabout and one that should make them cautious about being overly trusting of employers. Alternatively, an enlightened spirit can be presented as an ally for one of the PCs' missions, or someone who needs help from the PCs to prove his own beneficent nature.

### Organization

Enlightened spirits have no organization of their own, primarily because few warlocks choose to pursue the path of light. Thus, they walk their paths alone, except for the friends and allies they make along the way.

However, an enlightened spirit might attach himself for a time to a temple or an organization of good-aligned individuals. Such an association is usually quite productive, since the organization gains the incredible powers of the enlightened spirit, and he gains the support and public backing of an organization of like-minded individuals.

An enlightened spirit spends much of his time in the study of other planes, in pursuit of his celestial goal. He also trains with weapons and practices combat tactics that he can use

to stay close enough to his allies to protect them while still avoiding as much damage as possible.

The church or other organization with which an enlightened spirit is affiliated might send him on missions to aid towns under siege, assist those battling the forces of darkness, or retrieve sacred items that have been lost for centuries. As he progresses in the class, he might go out on his own in search of causes worthy of his aid. He spends much of this period adventuring in the company of good-aligned characters.

### NPC Reactions

Most people have little knowledge of the differences between arcane casters and treat them all with either indifference or hostility, depending on their past experiences. Those who know what warlocks are and have a chance to see an enlightened spirit use his *eldritch blast* treat him as they would a warlock—with an unfriendly or even hostile attitude if they are good, or with a friendly or helpful attitude if they are evil.

The attitude of an evil person shifts rapidly to unfriendly or hostile as soon as the enlightened spirit's true nature is revealed, but a good-aligned person takes longer to accept the enlightened spirit's good heart. Some proof—how much depends on the person—is usually required, and even then the attitude shifts only one step for each piece of evidence.

## Enlightened Spirit Lore

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research enlightened spirits to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Some spellcasters who gain their powers from fiendish sources manage to turn to the light.

**DC 15:** An enlightened spirit is a warlock who has turned his back on his fiendish legacy and embraced the path of good.

**DC 20:** An enlightened spirit uses his *eldritch blast* to combat evil. He can even grow wings!

**DC 30:** Characters who achieve this level of success can learn important details about a specific enlightened spirit in your campaign, the areas where he operates, and the kinds of activities he undertakes.

A PC looking for an enlightened spirit can attempt a DC 30 Gather Information check in any area where warlocks are active, or at large, good-aligned churches, to gain contact information. Even so, it might be necessary to travel a fair distance to actually find an enlightened spirit, because they are so rare.

## Enlightened Spirits in the Game

Enlightened spirits are uncommon enough that they can be introduced at any time as though they had always existed. Alternatively, the enlightened spirit you introduce might very well be the first your campaign world has seen. An enlightened spirit is likely to be an ally to a PC party, but he could also be an adversary if the PCs tend toward evil or are engaged in a mission on behalf of evil forces—knowingly or not.

An enlightened spirit is a great choice for players who are intrigued by the warlock but unwilling to embrace his fiendish legacy. Because these characters are likely to draw suspicion from both good and evil NPCs, they can generate a number of roleplaying opportunities. However, be sure the enlightened spirit character has some support in the game, since constantly justifying himself can get old fast. Also, make sure you provide opportunities for the PC enlightened spirit to vanquish evil so that he can earn the trust of other important NPCs—and possibly his own party, too.

### Adaptation

Although an enlightened spirit is designed as a good version of a warlock, it could also be used in the opposite way—as a prestige class for good characters who fall into evil ways. Simply reverse the alignment-specific features of the entry requirements and class features and recast the character according to the blackguard model.

### Sample Encounter

The PCs could encounter an enlightened spirit at a good-aligned church or on a mission for such an organization. Alternatively, they could find one held captive by evil forces and in need of rescue.

**EL 10:** Torgar Coalhair has been seeking an evil warlock with whom he trained many years ago because his old acquaintance has been making a power play to gain control of a mid-sized town. He plans to offer the individual a chance to convert to good as he has done. But the PCs are also on the trail of the evil warlock, and their mission is to kill him. They might try to slay Torgar as well, or he might become their ally in the quest. If he does, he tries to convince them to spare the man long enough for him to make his offer—an action that may rouse their suspicions.

**Torgar Coalhair** **CR 10**

Male dwarf warlock 5/enlightened spirit 5
LG Medium humanoid (dwarf)
**Init** +2; **Senses** Listen –1 , Spot –1 ; darkvision 60 ft.
**Aura** courage (10 ft., allies +4 against fear), menace
**Languages** Common, Dwarven, Undercommon; tongues

**AC** 20, touch 14, flat-footed 19; +4 against giants; Dodge (+2 Dex, +4 armor, +1 deflection, +2 natural, +1 sacred)
**hp** 48 (10 HD); **DR** 1/cold iron
**Immune** fear
**Resist** electricity 5, fire 5, stability (+4 against bull rush and trip)
**Fort** +3 (+5 against poison), **Ref** +4, **Will** +7; +2 on saves against spells and spell-like effects

**Speed** 20 ft. (4 squares)
**Melee** +1 *morningstar* +8/+3 (1d8+2)
**Ranged** *eldritch blast* +9 (5d6) or
**Ranged** mwk light crossbow +9 (1d8/19–20)
**Base Atk** +6; **Grp** +7
**Atk Options** +1 on attacks against orcs and goblinoids, *eldritch cone,* Point Blank Shot, Precise Shot, *spirit blast* (5d6+5)
**Special Actions** *celestial flight (good),* deceive item, *detect magic*

**Combat Gear** *potion of shield of faith +3, 2 potions of haste, potion of cure moderate wounds*
**Warlock Invocations Known** (CL 5th):
Greater—*eldritch cone*
Least—*beguiling influence, frightful blast, see the unseen*

**Abilities** Str 12, Dex 14, Con 12, Int 13, Wis 8, Cha 17
**SQ** stonecunning *(PH* 15)
**Feats** Dodge, Point Blank Shot, Precise Shot, Weapon Focus *(eldritch blast)*
**Skills** Appraise +1 (+3 stone and metal), Concentration +7, Craft (metalworking) +3, Craft (stoneworking) +3, Diplomacy +10, Intimidate +7, Knowledge (the planes) +9, Listen –1 , Sense Motive +5, Spot –1 , Use Magic Device +13
**Possessions** combat gear plus *+1 studded leather, +1 morningstar,* masterwork light crossbow with 10 bolts, *cloak of Charisma +2, amulet of natural armor +1, ring of protection +1, phylactery of faithfulness*

**Hook** "Don't make assumptions."

# HOLY SCOURGE

"As *magic is responsible for so many of the world's greatest evils, so too is magic the greatest tool against evil.*"
—Confessor Ruprecht Varsuun, vindicator of the Immaculate Cabal

The holy scourge is a multitalented soldier in the endless war against evil, an arcane caster who instills within his magic the power to cleanse the world of wickedness and depravity. Although he lacks actual divine spellcasting power, he makes up for this shortfall by infusing his evocations with holy power and developing abilities that help him smite evil wherever it appears.

## BECOMING A HOLY SCOURGE

Almost any arcane spellcaster can become a holy scourge, but the class is most popular among sorcerers and warmages (Complete Arcane). Wizards, particularly those who specialize in evocation or conjuration, also find much to like in this prestige class.

### Entry Requirements

**Alignment:** Any good.
**Skills:** Knowledge (religion) 2 ranks.
**Spellcasting:** Able to cast three evocation spells, able to cast 3rd-level arcane spells.

## CLASS FEATURES

As a holy scourge, your abilities are geared toward scouring evil from the world, primarily through the use of evocation magic. Although you are certainly capable of casting other spells, offensive magic is where your strength truly lies.

**Spellcasting:** At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a holy scourge, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Code of Conduct:** You must devote yourself to the destruction of evil, particularly those who use evil magic and innately evil creatures. You must not resort to evil methods to achieve these goals. You might briefly ignore a lesser evil for the sake of defeating a greater one, but otherwise you must make every reasonable effort to obliterate evil wherever you find it. Should you ever violate this code or step outside the boundaries of what is considered acceptable good-aligned behavior, you lose your holy scourge class features.

**Dedicated Spellcaster (Ex):** You gain a +1 bonus to your caster level when casting good spells. You may not cast evil spells.

**Righteous Evocation (Su):** Your evocation spells are infused with a small amount of good-aligned divine energy. Against evil creatures, your evocation spells deal an extra 1 point of damage per spell level. This extra damage applies to all creatures damaged by the spell. This extra damage consists of pure divine energy and is not subject to being reduced by resistance or immunity.

At 5th level, this extra damage increases to 2 points per spell level.

**Arcane Smite (Su):** At 2nd level, you can smite evil once per day. This ability functions like the paladin class feature (PH 44), except that you can apply the effect only to an arcane spell that requires a melee or ranged attack roll (such as *shocking grasp* or *scorching ray*). In addition to the bonus on the spell's attack rolls and damage rolls, this adds the good descriptor to the spell.

At 4th level, you can use this class feature twice per day.

**Table 3–5: The Holy Scourge** **Hit Die: d6**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Code of conduct, dedicated spellcaster, righteous evocation +1 | — |
| 2nd | +1 | +0 | +0 | +3 | Arcane smite 1/day | +1 level of existing arcane spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | Devoted arcanist | +1 level of existing arcane spellcasting class |
| 4th | +2 | +1 | +1 | +4 | Arcane smite 2/day | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | Righteous evocation +2 | +1 level of existing arcane spellcasting class |

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft.

**Devoted Arcanist (Ex):** Beginning at 3rd level, you can add your class level on caster level checks made to overcome the spell resistance of evil creatures with your arcane spells.

### Ex-Holy Scourges

If you violate the code of conduct or step outside the bounds of the class's acceptable alignments, you lose all spells and class features. You may not progress any further in levels as a holy scourge. You retain your abilities and advancement potential if you atone for your violations (see *atonement*, PH 201), as appropriate.

*Ruprecht Varsuun, a holy scourge*

## PLAYING A HOLY SCOURGE

You are a fanatical believer in your cause, with the power to back up your convictions. Thankfully for many others, that cause is an agreeable one: the destruction of evil. You believe that arcane magic is the greatest of weapons, and you intend not to stop until you have gained enough power to scourge the world around you clean of wickedness. Many fear you, failing to understand your purpose, but you never waver in your devotion.

The largest and primary organization of holy scourges, the Immaculate Cabal of the Church of Heironeous, is said to have invented the techniques of the holy scourge. Various orders now exist, however, devoted to Pelor, St. Cuthbert, and other deities. These orders serve as roving enforcers and soldiers of their church, striving to rid the world of evil—starting with the enemies of their own faith. To at least some extent, your organization shapes your adventuring career, since it likely influences your choice of enemies (or at least the order in which you prioritize your foes) and might go so far as to assign you specific quests.

### Combat

It practically goes without saying that your spells—particularly of the evocation school—are by far your greatest assets. Everything you are, every ability you gain as a holy scourge, improves their functionality against the evils of the world. Use your spells tactically, and don't be afraid to position yourself for optimum effect. You are slightly more durable than most arcane casters, so you have the option of strategic positioning that other casters might not.

### Advancement

You were most likely a typical arcane spellcaster before you "saw the light" and took up the righteous mantle of the holy scourge. Whether you've devoted yourself to a particular faith or are just committed to turning back darkness, you're now engaged in the eternal fight against evil in all its forms. You might go where the church directs, or you might be trusted to find your own adventure as long as it serves the cause. In either case, your life is one of great conflict and hardship—but also great accomplishment.

Put as many skill points as you can spare into your various Knowledge skills, the better to understand the terrible monsters you must face. Focus on feats that boost your prodigious offensive arcane talents, including Spell Focus (evocation), Piercing Evocation*, and Energy Gestalt*. Feats that increase your survivability, such as Battle Caster (*Complete Arcane*) and Great Fortitude, also represent reasonable choices.

Obviously, your spell selection should center on evocation spells, but you shouldn't ignore the many excellent options in abjuration and conjuration. Don't let your focus on offense neglect your own (or your allies') protection. Seeding the battlefield with a few summoned allies can give you valuable rounds of spellcasting time before the enemy closes.

### Resources

Your church supports your efforts in whatever way it can. While you should not expect substantial funds or many magic items, it provides mundane equipment and healing where necessary and might make efforts to provide you with magic items at a reduced—or at least a fair—price. The church also serves as a last-ditch sanctuary, a place to recuperate before you set out once more.

## HOLY SCOURGES IN THE WORLD

*"Bah! Face one 'holier than thou' spellcaster, you've faced them all! This so-called scourge doesn't worry me at–"*

—Count Lucius Darvold, vampire lord, twice deceased

The holy scourge fits into any setting in wich churches of light seek to banish the dark and rid the world of evil monsters. Although some such organizations disdain arcane magic as less pure than that granted by the gods, or even as witchcraft, many have come to realize the tactical advantage such magic offers the cause. Because their orders and goals usually prohibit holy scourges from holding a great deal of power within the church, PCs should either encounter them "in the field" or not at all, making it very easy to explain their presence, or absence, almost anywhere.

### Organization

Holy scourges are members of specific orders, the subsets of various churches. The largest and most well-known is the Immaculate Cabal, an order within the ranks of the Church of Heironeous. The followers of the god of valor were not the first to embrace arcanists within their ranks, but they were the first to develop the talents now employed by the holy scourge. Although differences exist between the various orders and churches, the Immaculate Cabal serves as a solid example.

The Immaculate Cabal is organized like a combination of academic circle and military order. Its members are considered soldiers for the cause, but advancement through the ranks by service in the field is limited. To become a true leader of the cabal—called a doyen—a holy scourge must demonstrate an advanced understanding of religious and arcane principles. Most doyens are clerics with only a level or two of holy scourge; those more focused on the prestige class fulfill their divine duty by questing to destroy evil. (A few retired scourges also serve as doyens, but few scourges survive long enough to retire and learn what they need learn to fulfill the role.) Through this dichotomy, the church manages to maintain a skilled and competent oversight of the Immaculate Cabal, without wasting the capabilities of its members. The majority of the cabal's members are divided into three basic ranks: seekers (newly recruited scourges who have yet to prove themselves), requiters (those who have proven their abilities and convictions), and vindicators (the best of the best, the most powerful and loyal scourges). Members also hold a rank in the church proper, and might be referred to as father, reverend, confessor, or whatever title is appropriate.

Members of the Immaculate Cabal are not permitted to rise to the rank of bishop or higher, since it is believed that holding a position of true authority within the church would conflict with the duties and requirements of the scourge's mission.

### NPC Reactions

Most people consider the holy scourge a champion of light and a protector of the weak. Good-aligned individuals begin one step nearer to helpful than normal while dealing with a holy scourge, while evil-aligned individuals begin one step closer to hostile.

In some circumstances, however, the zealotry of a holy scourge might cause others to fear him. If a particular holy scourge is known for his merciless behavior, his single-minded devotion to the cause, or even a willingness to sacrifice for "the greater good," all reactions to him begin one step nearer to hostile.

## HOLY SCOURGE LORE

Characters who have ranks in Knowledge (religion) or the bardic knowledge ability can research holy scourges to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Holy scourges? Aren't they church soldiers who cast arcane spells?

**DC 15:** Saw one of those in action once. He was throwing a lot of flashy spells. I know my arcane magic, but this guy was packing something special in those *lightning bolts*.

**DC 20:** They're more than just casters. They can smite their foes like a paladin, pierce the defenses of evil foes, and empower their most deadly spells to hurt evil creatures even worse than others.

**DC 30:** Characters who achieve this level of success can learn important details about specific holy scourges in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs should have little trouble finding a holy scourge if they need to. They merely travel to a church of Heironeous or one of the other priesthoods that utilizes them. Even if none are assigned locally, the priests can tell the PCs where to look.

## HOLY SCOURGES IN THE GAME

The holy scourge's mission—to use arcane magic to destroy evil—is tailor-made for most campaigns. Holy scourges participate in adventures, explore ancient strongholds of depravity, seek to rid governments of corruption; in short, they have a place in the vast majority of D&D adventure plots. As long as your setting involves even a single good deity of a somewhat martial or mystical bent, the holy scourge is easy to integrate.

This prestige class should appeal to players who enjoy arcane casters but wish for a bit more flavor, or those who simply have reason to devote themselves to the eradication of evil.

### Adaptation

The holy scourge need not be linked to the Church of Heironeous. You might attach to a deity of your own setting (in the Eberron setting, for instance, they are very likely servants of the Silver Flame), or disconnect them from the hierarchy entirely, portraying them as independent operatives. You might decide that the divine component of the class doesn't come from worship at all, but simply a branch of mystical study that allows the scourge to tap into positive energy.

With relatively little work, you could replace the arcane requirements of the class with a psionic equivalent, creating a wilder/holy scourge.

### Sample Encounter

Holy scourges appear wherever evil (particularly of a magical nature) exists to be destroyed. Whether as part of an adventur-

ing party, a soldier in a great army, or a lone traveler, a holy scourge is on a quest when the PCs meet him. Whether he seeks the same great evil they do, or their paths simply happen to cross, might determine if he sees them as potential allies or mere travelers.

**EL 10:** Confessor Ruprecht Varsuun has only recently attained the rank of vindicator. A devoted churchgoer who watched helplessly as his fellow congregants were slaughtered by yuan-ti, he adopted the arts of the warmage, and then the holy scourge, to seek out and destroy such threats to civilization. When the PCs encounter him, he is operating in a small city and has run afoul of the law. The government has branded him an agitator and criminal, but in truth he is seeking the roots of the mystical corruption that rots the heart of city hall.

### Confessor Ruprecht Varsuum — CR 10

Male human warmage 6/holy scourge 4
LG Medium humanoid
**Init** +0; **Senses** Listen +2, Spot +2
**Languages** Common

**AC** 16, touch 10, flat-footed 16 (+6 armor)
**hp** 45 (10 HD)
**Fort** +4, **Ref** +3, **Will** +11

**Speed** 30 ft. (6 squares)
**Melee** *+1 spell storing longspear* +6 (1d8+1/×3) or
**Melee** heavy mace +5 (1d8)
**Space** 5 ft; **Reach** 5 ft. (10 ft. with *longspear)*
**Base Atk** +5; **Grp** +5
**Atk Options** arcane smite 2/day
**Special Actions** righteous evocation +1
**Warmage Spells per Day/Advanced Learning** (CL 9th, 10th for good spells):
4th (4/day)—as per warmage list
3rd (7/day)—as per warmage list
2nd (7/day)—as per warmage list, plus *luminous swarm**
1st (7/day)—as per warmage list, plus *dawnburst**
0 (6/day)—as per warmage list

**Abilities** Str 10, Dex 10, Con 13, Int 10, Wis 14, Cha 17
**SQ** dedicated spellcaster, devoted arcanist
**Feats** Combat Casting, Greater Spell Focus (evocation), Skill Focus (Concentration), Spell Focus (evocation), Sudden Still[CA]
**Skills** Concentration +9 (+13 casting defensively), Intimidate +9, Knowledge (arcana) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +2, Spellcraft +9, Spot +2, Survival +2 (+4 on other planes)
**Possessions** *+2 chain shirt, +1 spell storing longspear,* heavy mace

**Hook** "Be thankful for the cleansing fire. It is a purer death than you deserve."

## LYRIC TRAUMATURGE

*"Music is life ... and death."*
—Lalage Amatifa, lyric thaumaturge

The lyric thaumaturge understands better than most how the natural harmonics of the universe pervade all things. Music might be its most pleasing form, but magical energy has harmonics of its own. The lyric thaumaturge has learned to make her magic and her music resonate into harmonic chords that enhance the effects of both.

## BECOMING A LYRIC THAUMATURGE

Bards are specialists in combining magic and music into a symphony of power. However, levels in other arcane spellcasting classes can enhance the lyric thaumaturge's spell selection immensely. Though bard/wizard and bard/sorcerer are the most likely combinations, a bard/warmage can make good use of his lyric thaumaturge abilities on the battlefield, and a bard/warlock can add *eldritch blasts* to his combat repertoire.

### Entry Requirements

**Skills:** Knowledge (arcana) 6 ranks, Perform (any) 9 ranks, Spellcraft 6 ranks.
**Feat:** Melodic Casting".
**Spellcasting:** Ability to cast 2nd-level arcane spells.
**Special:** Bardic music 5/day.

## CLASS FEATURES

As a lyric thaumaturge, you focus on spells and magical effects that harmonize with your bardic music ability. You have a wider array of spells available than bards do, and your bardic music makes your spellcasting more potent.

**Spellcasting:** At each level, you gain new spells per day and an increase in caster level (and spells known) as if you had also gained a level in the bard class. You do not, however, gain any other benefit the bard class gives you.

**Bardic Music:** You gain one extra daily use of your bardic music ability per lyric thaumaturge level. You can use bardic music from this class to create any effect you know as a bard.

**Bonus Spell:** Your knowledge of magic grants you the ability to cast more spells than the average bard. At 1st level, you gain one additional 1st-level and 2nd-level bard spell slot.

At 4th level, you gain one additional 3rd-level and 4th-level bard spell slot.

At 7th level, you gain one additional 5th-level spell slot.

At 10th level, you gain one additional 6th-level spell slot.

If you aren't currently capable of casting the noted level of spell, you gain the extra spell slot when that spell level becomes available to you.

**Captivating Melody:** At 2nd level, you gain Captivating Melody* as a bonus feat.

**Spell Secret:** Thanks to your facility for blending music and magic, you gain additional spells known for each spell level as you gain levels. These spells must be drawn from the sorcerer/wizard list and are thereafter treated as part of your class spell list.

At 3rd level, you gain one additional 1st- and one 2nd-level spell known.

At 6th level, you gain one additional 3rd- and one 4th-level spell known.

At 9th level, you gain one additional 5th- and one 6th-level spell known.

If you aren't currently capable of casting a certain level of spell, you gain access to the spell secret when that spell level becomes available to you.

**Sonic Might (Sp):** Beginning at 5th level, you can expend a use of bardic music to add 1d6 points of sonic damage per spell level to any spell with the sonic descriptor.

## PLAYING A LYRIC THAUMATURGE

Music is more than an expression of emotion—it is the life blood of the universe. Reality has a rhythm that forms the foundation for countless melodies, each of which is unique. You have discovered how to combine the harmonics of music and magic so that they resonate together, granting you additional spell power and the ability to deal damage with your music.

### Combat

Your combat tactics remain much the same as they were before you adopted this prestige class, but now you can deal damage with your songs as well as your weapons. Use your sonic might to soften up your foes, or apply the Captivating Melody feat to ensure that enemies fall prey to your targeted enchantments or illusions. If foes are still standing once you have exhausted those options, drop back to a support role and use your remaining spells and your bardic music to boost your allies' combat prowess.

### Advancement

You first realized the harmonic relation of magic to music when you cast a spell while the notes of a song you had just played still hung in the air. On some inaudible level, the two merged, creating an incredibly beautiful chord that you could feel rather than hear. Thereafter, you continued to experiment with spells and songs, and you found even more such harmonizing combinations. Eventually, another bard heard your song at a performance hall in a large city and joined in as though he too knew the harmonic chords. The audience called your joint performance magical, but you knew it was more.

Your new friend suggested that you further your studies at the little-known bardic college called the Arcane Chord, where he had honed his technique You applied and were accepted, and then your training began in earnest. You learned to use the resonating chords of magic to open your mind to new spells and to weave music and magic together to make your spellcasting more potent.

As you gain more experience as a lyric thaumaturge, be sure to maximize your Perform ranks to keep all your options open. Any feats that improve your bardic music are appropriate options, as is Combat Casting.

### Resources

The Arcane Chord bardic college can provide you with needed training and access to its music archives and library at any time. You can stay as long as you wish at the college, as long as you are willing to give at least one performance a day for the junior students. Once every two years, you are also asked to teach a six-week course at the school. The college maintains a store of magic items that alumni can borrow for adventuring. Borrowed items must be returned within one year. You must reimburse the college at full value for any items you can't return before the deadline.

## LYRIC THAUMATURGES IN THE WORLD

"I *had never heard such a melody before. It seemed to reach inside me and resonate with my heartbeat. Had it continued longer,* I *think* I *might have died.*"

—Jendrak Lerin, theatre owner

Lyric thaumaturges make excellent allies for PC parties thanks to their wide spell selection and enhanced damage-dealing capability. Alternatively, an evil lyric thaumaturge can prove a potent challenge for a PC party, especially if he has allies whose abilities he can boost with bardic music.

### Organization

The College of the Arcane Chord is quite small as bardic colleges go and has only one campus located in a remote part of the world. All the faculty members and most of the students live on campus throughout each three-month term. Alumni rotate in and out to serve as teachers and administrators, and

**Table 3–6: The Lyric Thaumaturge** **Hit Die: d6**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Bardic music, bonus spell | +1 level of bard spellcasting ability |
| 2nd | +1 | +0 | +3 | +3 | Captivating Melody | +1 level of bard spellcasting ability |
| 3rd | +2 | +1 | +3 | +3 | Spell secret | +1 level of bard spellcasting ability |
| 4th | +3 | +1 | +4 | +4 | Bonus spell | +1 level of bard spellcasting ability |
| 5th | +3 | +1 | +4 | +4 | Sonic might | +1 level of bard spellcasting ability |
| 6th | +4 | +2 | +5 | +5 | Spell secret | +1 level of bard spellcasting ability |
| 7th | +5 | +2 | +5 | +5 | Bonus spell | +1 level of bard spellcasting ability |
| 8th | +6 | +2 | +6 | +6 | — | +1 level of bard spellcasting ability |
| 9th | +6 | +3 | +6 | +6 | Spell secret | +1 level of bard spellcasting ability |
| 10th | +7 | +3 | +7 | +7 | Bonus spell | +1 level of bard spellcasting ability |

**Class Skills (4 + Int modifier per level):** Bluff, Concentration, Craft, Decipher Script, Diplomacy, Knowledge (all skills, taken individually), Perform, Profession, Sense Motive, Spellcraft, Use Magic Device.

they use their on-campus time to conduct their own research into arcane harmonies. Alumni are provided with meals at half the normal rate charged at an inn.

The head of the college is the Dean of Arcane Melody. Below her are three melodious scribes, who transcribe the songs that alumni have written for the music library, and two counselors, who advise students on course selection and development of their performance skills. The college boasts a specially reinforced outbuilding in which students can practice their spellcasting.

Any alumnus who serves with distinction as a teacher for at least two terms might be asked to join the permanent staff as an instructor, counselor, or scribe. Even permanent staff members sometimes take sabbaticals to go adventuring, though, since traveling provides a great deal of grist for the songwriting mill.

### NPC Reactions

Most people can't tell the difference between a lyric thaumaturge and a bard, so their receptions are generally the same. Communities appreciate bards, both for the entertainment they can provide and for their supportive music and magic. Thus, attitudes are usually friendly toward a lyric thaumaturge as well.

Those few who do know the power that a lyric thaumaturge can wield tend to be a bit more wary about welcoming one into their midst. Attitudes in this case might range from indifferent to friendly.

## LYRIC THAUMATURGE LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research lyric thaumaturges to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

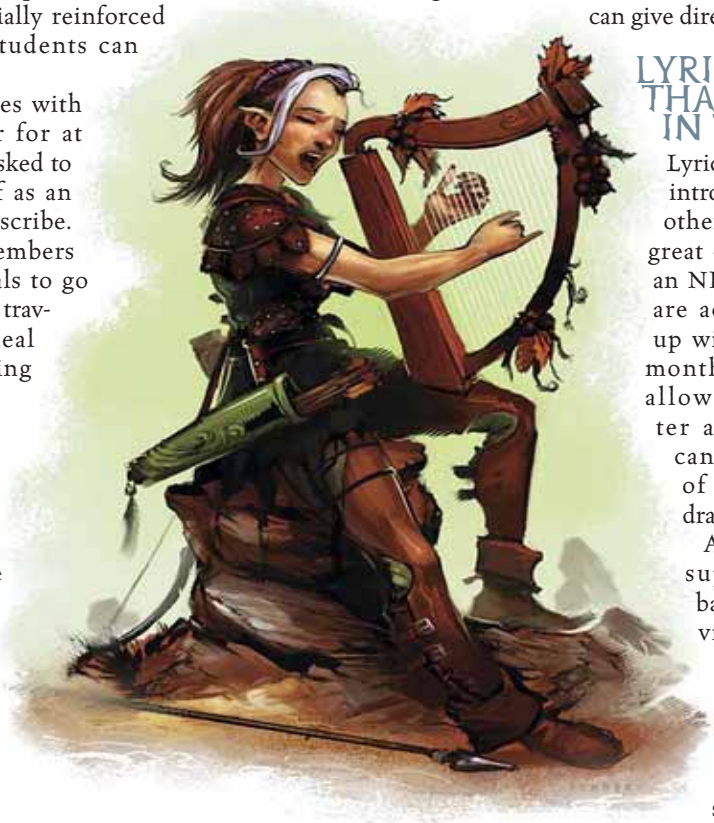
**DC 10:** Some bards learn to enhance their magical ability by using music.

**DC 15:** Lyric thaumaturges can wreak terrible destruction with their enhanced spell selections and their unusual musical effects.

**DC 20:** A lyric thaumaturge knows how to combine music with magic to empower his arcane spells and make them difficult to resist.

**DC 30:** Characters who achieve this level of success can learn important details about specific lyric thaumaturges in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

Characters wishing to locate a lyric thaumaturge or the College of the Arcane Chord can ask in any city where bards perform. A successful DC 20 Gather Information check produces someone who knows where to find a lyric thaumaturge, and a successful DC 25 check locates someone who can give directions to the college.



*Lalage Amatifa, a lyric thaumaturge*

## LYRIC THAUMATURGES IN THE GAME

Lyric thaumaturges are as easy to introduce into a campaign as any other bards. Since bards spend a great deal of time traveling, even an NPC bard with whom the PCs are acquainted can easily show up with new powers after a few months' absence. Alternatively, allowing the PCs to encounter an evil lyric thaumaturge can demonstrate the abilities of this prestige class quite dramatically.

Anyone who enjoys the supportive abilities of the bard but chafes at the abbreviated spell list or longs for more damage potential in combat should appreciate a chance to play this prestige class. If you have a lyric thaumaturge in your group, she should find even ordinary combat encounters more interesting with his expanded abilities.

### Adaptation

Although the lyric thaumaturge is designed specifically to augment the bard class, you could drop the bardic music prerequisite and allow characters other than arcane spellcasters to pick up some spells and special abilities. To use this option, simply replace the bardic music cost in the special ability descriptions with a daily use of another class feature.

### Sample Encounter

A lyric thaumaturge can be encountered on a battlefield, using his bardic music to give moral support to the troops as well as deal damage to the foe. Alternatively, he might be found traveling with an adventuring group or in the court of a ruler, using his special talents to entertain as well as protect.

**EL 7:** Lalage Amatifa has been traveling for some time in search of a mystic pool where sound and light meld of their own accord. She plans to tap the harmonics of the pool and create a song that carries the water's power.

### Lalage Amatifa — CR 8

Female half-elf bard 6/lyric thaumaturge 2
CG Medium humanoid (elf)
**Init** +1; **Senses** Listen +8, Spot +1; low-light vision
**Languages** Common, Draconic, Elven, Goblin

**AC** 16, touch 12, flat-footed 14
(+1 Dex, +4 armor, +1 deflection)
**hp** 39 (8 HD)
**Immune** sleep
**Fort** +5, **Ref** +9, **Will** +7 (+9 against enchantments)

**Speed** 30 ft. (6 squares)
**Melee** mwk shortspear +6 (1d8/×3)
**Ranged** mwk shortbow +7 (1d6/×3)
**Base Atk** +5; **Grp** +5
**Special Actions** bardic music 8/day (countersong, fascinate 2 creatures, inspire competence, inspire courage +1, *suggestion* [DC 16])
**Combat Gear** 2 scrolls of *cure light wounds,* scroll of *cure moderate wounds,* scroll of *displacement,* scroll of *magic weapon*
**Bard Spells Known (CL 8th):**
3rd (2/day)—*charm monster* (DC 16), *cure serious wounds, sculpt sound*
2nd (5/day)—*cat's grace, hold person* (DC 15), *invisibility, sound burst* (DC 15)
1st (5/day)—*charm person* (DC 14), *cure light wounds, sleep* (DC 14), *unseen servant*
0 (3/day)—*detect magic, light, mage hand, prestidigitation, read magic, resistance*

**Abilities** Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 16
**SQ** bardic knowledge +8
**Feats** Captivating Melody[B], Great Fortitude, Melodic Casting, Persuasive
**Skills** Bluff +13, Concentration +12, Diplomacy +13, Escape Artist +5, Gather Information +7, Hide +5, Intimidate +7, Knowledge (arcana) +12, Listen +8, Move Silently +5, Perform (sing) +13, Search +4, Sleight of Hand +7, Spellcraft +14, Spot +1
**Possessions** combat gear plus *+1 studded leather,* masterwork shortspear, masterwork shortbow with 20 arrows, *ring of protection +1, wand of eagle's splendor* (28 charges), masterwork hand harp

**Hook** "The tempo may change, but the song stays the same."

# MASTER SPECIALIST

*"Study the categories in which you see magic and the limits they place upon you. Only by knowing the rules can you learn how best to beat them."*

—Caphodel Berrandar, Mistress of Enchantment

Many wizards choose to specialize in a specific school, focusing on a particular branch of magic. The master specialist studies the very notion of specialization. Though she, too, focuses on one school above all others, she so thoroughly devotes her attention to mastering her chosen discipline that she gains insight beyond the reach of any mere specialist. If a specialist is a student of a school of magic, the master specialist is that school's teacher.

## BECOMING A MASTER SPECIALIST

The path of the master specialist requires the kind of dedicated and studious mind that only a wizard can provide—other arcane casters simply don't have the capability to meet this class's needs. The best way to become a master specialist is to be a specialist wizard and take 1st level in the prestige class as your 4th character level. Then you can advance through all ten levels of the class and, after completing it at 13th level, either return to wizard or move on to another prestige class such as archmage.

Elements of this prestige class use the term "chosen school." This term refers to the school in which you are specialized.

### Entry Requirements

**Skills:** Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.
**Feat:** Spell Focus (school of specialization).
**Spellcasting:** Must be able to cast 2nd-level arcane spells.
**Special:** Must be a specialist wizard.

## CLASS FEATURES

You are a true master of the magic of your chosen school. What you lack in versatility, you make up through incredible ability within your specialty.

**Spellcasting:** At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in the wizard class. You do not, however, gain any other benefit a character of that class would have gained.

**Skill Focus (Spellcraft):** At 1st level, you gain Skill Focus (Spellcraft) as a bonus feat.

**Expanded Spellbook:** When you reach 2nd level, you can add one wizard spell of your chosen school to your spellbook. The spell can be of any level that you can cast, and it is in addition to the normal spells gained when increasing your level.

You can add another spell of your chosen school to your spellbook at 5th and at 8th level.

**Greater Spell Focus:** At 3rd level, you gain Greater Spell Focus as a bonus feat. You must apply this feat to your chosen school.

**Minor School Esoterica (Ex):** At 4th level, your unflagging focus on your chosen school opens your mind to new possibilities and grants you the first taste of the unique skills of a master specialist. You gain an ability from those below based on your chosen school.

*Abjuration:* You gain a competence bonus on dispel checks equal to 1/2 your master specialist level.

*Conjuration:* Any creature you summon or call appears with extra hit points equal to your caster level.

*Divination:* Divination spells you cast that have a duration of concentration remain in effect for a number of extra rounds equal to 1/2 your master specialist level after you cease concentrating. You can cast other spells and otherwise act normally during this duration.

*Enchantment:* Targets of your charm spells do not gain a bonus on their saves due to being currently threatened or attacked by you or your allies. In addition, subjects of your compulsion spells do not get a bonus on saves due to being forced to take an action against their natures.

*Evocation:* When casting an evocation spell, you gain a bonus on Concentration checks equal to 1/2 your master specialist level.

*Illusion:* The save DCs of your illusion spells that have a saving throw entry of "Will disbelief" increase by 2.

*Necromancy:* When you cast a necromancy spell, undead allies within 60 feet gain turn resistance and a bonus on saves equal to your master specialist level for a number of rounds equal to your master specialist level.

*Transmutation:* When a transmutation spell you have cast is successfully dispelled, it remains in effect for 1 round and then ends as normal for dispelling. If a creature is responsible for the dispelling effect, it knows that the spell has been dispelled but is functioning for another round.

**Caster Level Increase (Ex):** Upon reaching 6th level, add 1 to your caster level whenever you cast a spell of your chosen school. At 9th level, you instead add 2 to your caster level.

**Moderate School Esoterica (Ex):** At 7th level, your long study of your chosen school leads to a breakthrough. You gain an ability from those below based on your chosen school. Each ability is triggered automatically when you cast a spell from your chosen school and lasts for a number of rounds equal to the spell's level (unles otherwise noted).

*Abjuration:* If you are subject to a spell that has a partial or half effect on a successful save, you suffer no adverse effect if you successfully save.

*Conjuration:* Dispel checks made against your conjuration spells treat your caster level as if it were 5 higher than normal.

*Divination:* You gain uncanny dodge (PH 50) for the duration of the spell.

*Caphodel Berrandar, a master specialist*

*Enchantment:* You can immediately reroll any failed Will save against an enchantment or mind-affecting spell or ability; you must accept the result of the second roll.

*Evocation:* You gain resistance 20 to any one energy type that matches a descriptor used by the spell you just cast.

*Illusion:* You gain concealment.

*Necromancy:* You are immune to ability damage, ability drain, energy drain, and negative levels.

*Transmutation:* You can immediately reroll any failed Fortitude save against a transmutation spell or ability; you must accept the result of the second roll.

**Major School Esoterica (Ex):** At 10th level, your knowledge of your chosen school reaches its peak. You gain an ability from those below based on your chosen school; each one can be used three times per day.

*Abjuration:* When casting an abjuration spell that normally has a range of personal, you can instead choose to cast it as a touch spell that affects a single creature. When casting an abjuration spell that is an emanation centered on you, you can instead choose to cast it as a touch spell that emanates from the touched creature.

*Conjuration:* You can cast a conjuration spell with a casting time of 1 standard action as a swift action.

*Divination:* When you cast a divination spell, you also gain *true seeing* (as the spell) for 5 rounds.

*Enchantment:* Any creature that successfully saves against one of your enchantment spells must save again 1 round later (as if you had cast the spell again) with a +5 bonus on the save.

*Evocation:* Any creature that fails its save against one of your evocation spells takes damage again 1 round later equal to half the damage it took when you cast the spell.

**Table 3–7: The Master Specialist** **Hit Die: d4**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Skill Focus (Spellcraft) | +1 level of wizard spellcasting ability |
| 2nd | +1 | +0 | +0 | +3 | Expanded spellbook | +1 level of wizard spellcasting ability |
| 3rd | +1 | +1 | +1 | +3 | Greater Spell Focus | +1 level of wizard spellcasting ability |
| 4th | +2 | +1 | +1 | +4 | Minor school esoterica | +1 level of wizard spellcasting ability |
| 5th | +2 | +1 | +1 | +4 | Expanded spellbook | +1 level of wizard spellcasting ability |
| 6th | +3 | +2 | +2 | +5 | Caster level increase +1 | +1 level of wizard spellcasting ability |
| 7th | +3 | +2 | +2 | +5 | Moderate school esoterica | +1 level of wizard spellcasting ability |
| 8th | +4 | +2 | +2 | +6 | Expanded spellbook | +1 level of wizard spellcasting ability |
| 9th | +4 | +3 | +3 | +6 | Caster level increase +2 | +1 level of wizard spellcasting ability |
| 10th | +5 | +3 | +3 | +7 | Major school esoterica | +1 level of wizard spellcasting ability |

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Profession, Spellcraft.

*Illusion:* You can cast any illusion spell as a stilled and silent spell and eschew the materials (per the Still Spell, Silent Spell, and Eschew Materials feats) without an increase in caster level or casting time.

*Necromancy:* When you cast a necromancy spell, undead allies within 60 feet gain fast healing 10 for 5 rounds.

*Transmutation:* When a creature successfully saves against a transmutation spell you cast, it takes damage equal to the level of the spell.

## PLAYING A MASTER SPECIALIST

You might appear very similar to an average wizard or specialist, but beneath that veneer of normality exists a piercing understanding of your chosen school and a mastery of it that none but another master specialist can match. Your knowledge of the intricacies of your school and of magic in general gives you tremendous confidence even in the face of overwhelming odds. Every spell of your chosen school is another chance to enhance your effectiveness and expand your mastery of the school. You hunger for knowledge and are interested in anything to do with your favored form of magic.

Master specialists have no organization of their own, but they are common among more general arcanist guilds, wizard colleges, and academies devoted to a single school of magic.

### Combat

For the most part, your techniques in combat should match those of other specialists in your field. Evokers attempt to destroy the foe, enchanters to win them over, conjurers to send both energy effects and summoned creatures against them, and so forth. Your school esoterica grant you special benefits, and you should use them to your best advantage by preparing multiple combat spells from your specialist school.

### Advancement

You stepped onto the path of the master specialist almost as soon as you took up the practice of magic. Your chosen school called to you like nothing else, and you answered that call with fervor. You have reached the point where you are an acknowledged expert in your field, but you have quite a way to go before you have gained the level of power and understanding you require. You spend much of your time in study and research, but nothing teaches like real experience, so you are as likely to adventure as a more traditional wizard.

As you advance as a master specialist, consider feats that expand the abilities of your chosen school but also those—such as metamagic feats—that augment your magic in general. Keep Knowledge (arcana) and Spellcraft high. If you advance fully through the class and continue to devote 1 skill point at each level to each skill, you need only take Spell Focus in another school to become an archmage at 13th level (DMG 178).

### Resources

Most master specialists are members of, or at least have ties to, arcanist organizations, guilds, colleges, and similar groups. Although these organizations aren't likely to simply hand you equipment, they are useful places to trade resources. You can find other wizards willing to exchange spells or sell access to their spellbooks, and if magic items are available in the area, this is the place to find them. You might even be able to purchase them at a small discount (5% to 10%), in exchange for access to your spells or an agreement to perform some service for the guild.

## MASTER SPECIALISTS IN THE WORLD

*"Generalist wizards have a broad range but less focus; specialists have a narrow range, but great power in one field. These 'master specialists' somehow gain even greater skill in a single school. I'd love to know how they manage it."*

—Naull, an evoker

The master specialist fits into almost any D&D setting. Wherever specialist wizards exist, some seek to more thoroughly understand each school. Master specialists are most often found in areas where wizardly study is highly formalized, such as large cities or other communities that have guilds and colleges. Because a master specialist might well not appear any different to casual observation than any other specialist, DMs can easily assign this prestige class to established NPCs after the fact.

### Organization

Master specialists hold the same sorts of positions in guilds and organizations as other casters of their level. Although the path of the master specialist is one of interest to many casters, it doesn't innately grant a greater degree of knowledge or power—or, by extension, rank and influence—than other areas of arcane practice.

### NPC Reactions

To the layman, nothing about a master specialist differentiates him from any other specialist wizard (or, in some cases, any other wizard at all). Thus, most people react to a master specialist exactly as they would to any other wizard in their community. A specialist wizard that has not adopted the master specialist path might look to master specialists with envy, derision, or awe, depending on how confident the specialist is in his own skills as a spellcaster.

## MASTER SPECIALIST LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research master specialists to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC15:** Master specialists study the techniques of specialization, and through that gain abilities beyond the reach of mere specialists.

**DC 20:** This result reveals the details of a master specialist's school esoterica (the abilities gained at 4th, 7th, and 10th level).

**DC 30:** Characters who achieve this level of success can learn important details about specific master specialists in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

Any community large enough to have a wizards guild or an arcane college most likely contains at least a handful of master specialists as members, and even if none of them have the specialty the PCs seek, they likely know where to look. PCs are far more likely to pique the interest of a master specialist if they have some new tidbit of arcane lore to share.

## MASTER SPECIALISTS IN THE GAME

The master specialist is no more difficult to integrate into a campaign than a standard specialist wizard. Abjurers and evokers are exceptionally useful on the battlefield, conjurers and necromancers can provide powerful allies and serve as backup combat casters, enchanters and illusionists can mislead or deceive the foe, diviners provide early warning and intelligence, and transmuters are useful in a variety of circumstances. As such, they easily slip into almost any caster-appropriate role in a party and campaign.

The master specialist prestige class should appeal to players who enjoy portraying specialists but desire better representation of the flavor of the schools, or new powers relating to their focus that they can't achieve through more traditional means.

### Adaptation

Although this prestige class is presented as essentially eight classes in one, you could divide the master specialist into separate prestige classes for each school. Each could have its own entry requirements and an organization that provides access to its special techniques.

The master specialist prestige class is designed for early entry. In this way a player who wants to play a specialist that feels more like a specialist can do so very early on. If you want to delay entry, consider increasing the skill requirements and requiring the Skill Focus (Knowledge [arcana]) feat. Should you do so, consider adding an additional benefit to the class advancement table, such as a bonus on saves against spells of the chosen school.

### Sample Encounter

It's entirely possible that PCs encounter a master specialist and never realize it. With the exception of his heightened interest in study and arcane practice, a master specialist likely appears in the same circumstances as any other caster of their specialization. PCs might battle the minions of a necromantic master specialist, face an evocation master specialist across the battlefield, or protect a diviner specialist from harm until he can deliver his vital information to the queen.

**EL 13:** Caphodel Berrandar is a captivating personality and a well-studied arcanist. She funds her studies by hiring herself out to adventurers and powerful patrons that might require her abilities. Although she is not evil, she doesn't particularly care about the politics of those she works for (though she avoids working for blatantly wicked forces). When the PCs encounter her, she might be making use of her magic and charisma to protect a fortress or stronghold the party is intent on infiltrating.

### CAPHODEL BERRANDAR — CR 13

Female gnome enchanter 8/master specialist 5
N Small humanoid
**Init** +0; **Senses** Listen +3, Spot +1; low-light vision
**Languages** Common, Draconic, Giant, Gnome

---

**AC** 14, touch 11, flat-footed 14; +4 AC against giants (+1 size, +3 armor)
**Miss Chance** 50% *(cloak of displacement)*
**hp** 73 (13 HD)
**Fort** +6, **Ref** +3, **Will** +11; +2 against illusions

---

**Speed** 20 ft. (4 squares)
**Melee** mwk dagger +7/+2 (1d3–1/19–20)
**Ranged** mwk light crossbow +7 (1d6/19–20)
**Base Atk** +6; **Grp** +1
**Atk Options** +1 on attacks against kobolds and goblinoids
**Wizard Spells Prepared** (CL 13th; prohibited schools conjuration, illusion, and necromancy):
7th—*extended mass hold person* (DC 23), *prismatic spray* (DC 21)
6th—*chain lightning* (DC 20), *globe of invulnerability, silent mass suggestion* (DC 22)
5th—*baleful polymorph* (DC 19), *feeblemind* (DC 21), *heart of fire*, hold monster* (DC 21)
4th—*arcane eye, charm monster* (DC 20), *crushing despair* (DC 20), *heart of earth*, stoneskin, wall of fire*
3rd—*deep slumber* (DC 19), *dispel magic, fireball* (DC 17), *heart of water*, silent hold person* (DC 19), *suggestion* (DC 19)
2nd—*alter self, cat's grace, daze monster* (DC 18), *fox's cunning, heart of air*, protection from arrows*
1st—*charm person* (DC 17), *expeditious retreat, magic missile* (2), *shield, sleep* (DC 17)
0—*daze* (DC 16), *detect magic, message, ray of frost, read magic*
**Spell-Like Abilities** (CL 1st):
1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammals only, duration 1 minute)

---

**Abilities** Str 8, Dex 10, Con 16, Int 18, Wis 13, Cha 10
**SQ** +1 to DC of enchantment spells, expanded spellbook, focused specialist, minor school esoterica (enchantment)
**Feats** Unsettling Enchantment*, Extend Spell[B], Greater Spell Focus (enchantment)[B], Metamagic School Focus (enchantment)*, Scribe Scroll[B], Silent Spell, Skill Focus (Concentration), Skill Focus (Spellcraft)[B], Spell Focus (enchantment)
**Skills** Appraise +4 (+6 alchemical items), Concentration +18, Craft (alchemy) +9, Decipher Script +16, Knowledge (arcana) +17, Knowledge (dungeoneering) +8, Knowledge (history) +16, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (the planes) +9, Listen +3, Spellcraft +20 (+22 learning new illusion spells), Spot +1, Survival +1 (+3 on other planes, underground, and in aboveground natural environments)
**Possessions** *bracers of armor +3,* masterwork dagger, masterwork light crossbow, *cloak of displacement, quill of scribing**
**Spellbook** spells prepared plus 0—all but conjuration, illusion, and necromancy; 1st—*hypnotism, identify*

---

**Roleplaying Hook** "I control reality itself, for what is reality but what your senses interpret?"

# NIGHTMARE SPINNER

*"I am your worst nightmare. Sleep no more, for I await you in your dreams."*

—Lukaas Duskwhisper, nightmare spinner

Dreams come to all sentient creatures, and some of those dreams are dark enough to frighten the heartiest of souls. The nightmare spinner can reach into the darkest recesses of the mind, draw forth his victim's nightmares, and make them seem all too real. He wields fear as his weapon and uses it to cut down even the mightiest opponents. It is irrelevant whether his magic produces real threats or not; they are real enough to his victims.

## BECOMING A NIGHTMARE SPINNER

Because the nightmare spinner relies heavily on illusion magic, illusionists are drawn to this prestige class. Sorcerers are also excellent candidates, since a high Charisma score keeps the save DCs high for many of the class features. However, generalist wizards, wu jen, and even some bards find the path of the nightmare spinner attractive. Taking a few levels of rogue or bard can help a character meet the skill requirements more easily, but doing so tends to delay entry into the class because it takes longer to achieve the spellcasting requirements. Assassins can make good use of the class, but their spell lists are too restrictive to meet the prerequisites without a few levels of some other arcane spellcasting class. Because of its extensive use of fear, most good-aligned spellcasters shy away from it, but neutral and evil characters see great value in playing on the fears of their victims.

### Entry Requirements

**Skills:** Bluff 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

**Spellcasting:** Ability to cast 3rd-level arcane spells; ability to cast at least one fear spell and at least one mind-affecting illusion spell.

## CLASS FEATURES

You study the depths of the mind, placing particular emphasis on fear and perception. You understand how fear can paralyze the mind and how thinking creatures often deceive themselves, even when their senses and instincts would otherwise serve them well.

**Spellcasting:** At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a nightmare spinner, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Bonus Spells (Ex):** If you normally prepare spells, you can prepare and cast one additional illusion spell per spell level each day. This ability works just like (and stacks with) a specialist wizard's extra school spell.

If you don't need to prepare spells, you gain one extra spell slot per spell level, which can be used only to cast an illusion spell.

**Immunity to Fear (Su):** Beginning at 1st level, you gain immunity to all fear effects.

**Inspire Fear (Su):** As a standard action, you can create a mind-affecting fear effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for a number of rounds equal to your nightmare spinner class level; a successful Will save (DC 10 + your class level + your Cha modifier) halves this duration.

You can use this power a number of times per day equal to 3 + your Cha modifier. Multiple uses of this ability on the same creature don't stack.

**Nightmare Phantasm (Su):** Beginning at 2nd level, when you cast a figment or glamer spell, you can choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a Will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness.

You can use this ability a number of times per day equal to 3 + your Cha modifier. No creature can be affected by your nightmare phantasm ability more than once in a 24-hour period. This is a mind-affecting fear effect.

**Table 3–8: The Nightmare Spinner** **Hit Die: d4**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bonus spells, immunity to fear, inspire fear | — |
| 2nd | +1 | +0 | +0 | +3 | Nightmare phantasm | +1 level of existing arcane spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | Spirit chill | +1 level of existing arcane spellcasting class |
| 4th | +2 | +1 | +1 | +4 | — | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | Deadly nightmare | +1 level of existing arcane spellcasting class |

**Class Skills (4 + Int modifier per level):** Bluff, Concentration, Decipher Script, Diplomacy, Intimidate, Knowledge (all skills, taken individually), Profession, Search, Sense Motive, Spellcraft.

**Spirit Chill (Su):** Beginning at 3rd level, creatures affected by a fear effect you cause (whether by a spell, class feature, or other effect) take nonlethal damage as well, depending on the potency of the fear created. Any creature that is shaken takes 1d6 points of nonlethal damage. A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that becomes panicked takes 3d6 points of nonlethal damage.

**Deadly Nightmare (Su):** At 5th level, you can create a mind-affecting fear effect that can make a living creature literally drop dead. You can target one living creature within 30 feet of you, which must succeed on a Will save (DC 10 + your class level + your Cha modifier) or literally die of fright. Even if the save succeeds, the subject is panicked for 1 round. Any creature whose Hit Dice exceed twice your character level is unaffected by this power. This is a mind-affecting fear death effect.

You can use this power three times per day.

## PLAYING A NIGHTMARE SPINNER

You have plumbed the mind's darkest recesses and learned to manipulate the fears that reside there. This experience taught you that all thinking creatures can know fear. All you have to do is find the right trigger, and you can stop nearly any intelligent creature in its tracks or even slay it outright, whether the threat you create is real or not. People shun you because of the tales your previous victims have spread about your power, but you do not care. Fear is just as good as respect and much easier to obtain.

Those who know how to manipulate the stuff of nightmares band together in a secret organization known as the Dark Dreamers. Your association with this organization aided you in discovering new ways to use your powers both in and out of combat and provided you with invaluable training. Few people even know that such an organization exists, and its members prefer to keep it that way. Thus, you never speak of the Dark Dreamers except to others you know to be members.

### Combat

Your best tactic in combat is to hit hard and early. Try to use spells that *affect* a large number of creatures—such as *color spray*, *scare*, and *fear*—first. You can also use your inspire fear ability to impair the combat ability of multiple opponents. Once you have disabled the less threatening foes, you can go after the survivors with higher-level spells such as *phantasmal strangler*, *eyebite*, and *phantasmal killer*.

### Advancement

Your interest in the darker kinds of illusions eventually led you to speculate on the nature of fear and its effect on both the mind and the body. Eventually, you realized that fear is most effective when drawn from the blackest recesses of the victim's mind—the part that spawns nightmares when the conscious mind is resting. Your experimentation with the portion of the mind where fear resides eventually caught the eye of an experienced nightmare spinner, who challenged your power. It was then that you first knew fear yourself and realized even more profoundly how great a weapon it could be. So you sought out your attacker and asked for his secrets, and he led you to the secret place where the Dark Dreamers meet.

Your attacker became your mentor and taught you how to vanquish your own fear and walk unhindered in the land of nightmares. Your excursions there brought you face to face with horrific images from people's minds. This experience taught you how to pull such images from your foes' innermost thoughts and turn them to your advantage. The organization requires little from you, except your promise to maintain its secrecy and your contributions to its library of dream lore.

As you progress in your studies of the nightmare world, be sure to maintain maximum ranks in Concentration and keep your Charisma score as high as possible so that you gain the greatest benefit from your class features as well as your Bluff and Intimidate skills. Dodge and Mobility are excellent feat choices if your Dexterity score is high enough, since your combat skills are relatively poor. Spell Focus (enchantment) is a good choice as well, since enchantment spells are useful for further blurring a victim's perceptions.

### Resources

The Dark Dreamers are your best resource for advice and nightmare lore. As a member, you're entitled to reside in any of the secret hideaways the Dark Dreamers maintain for as long as you wish, provided that you help to advance the organization's agenda by taking on special missions during your stay. The organization also makes illusion-related magic items available to its members at 75% of normal cost.

## NIGHTMARE SPINNERS IN THE WORLD

"*Just looking at him made my skin crawl. I could see my worst nightmares in his cold, dark eyes.*"

—Jendra Zorbell, paladin of St. Cuthbert

A nightmare spinner makes an excellent foe for PCs. He can appear as a lone villain, or he can be encountered while on a mission to extract information or promises from an important political figure by threats and torment. Alternatively, a nightmare spinner could be an interesting ally for a PC party involved in a covert mission of any sort, since his illusion power coupled with his ability to inspire fear can help a party penetrate a fortress or other fortified location.

### Organization

The organization known as the Dark Dreamers was founded by Ranseul Vaadri, an enigmatic illusionist who first delved into the power of illusions drawn from nightmares. Ranseul eventually disappeared, leaving no trace—except that his followers occasionally claim to see him in their own nightmares, horribly twisted and melded into the forms of their own private fears. This anecdotal evidence led sages to speculate that he was eventually drawn bodily into the nightmare realm he visited so frequently. No one knows his fate for certain.

After Ranseul disappeared, the Dark Dreamers fragmented into small cells in various cities. Each of these cells developed a separate identity over the years, and they are now only loosely connected with one another. The cells operate much like a terrorist organization—individual members know only their own immediate superiors, and those in the higher echelons know only one or two other leaders. The organization might be small in numbers, but it is vast in scope.

The leader of the Dark Dreamers is known as the nightmare master. No single cell claims him as a member, and he does not physically visit any of the organization's hideaways. He communicates with his underlings only through dreams. Below the nightmare master are six dream stalkers, who visit the leaders of the various cells both in person and through the dream world. The leader of an individual cell, known as its night mage, manages all the cell's operations in the local area, acting on orders from above and pursuing his own agenda as well. Should those two goals ever conflict, the orders from above must prevail, or the night mage mysteriously disappears. Conflicts are rare, since night mages do not receive specific instructions from the dream stalkers. Evidently, the nightmare master is content to allow the organization to operate in a fragmented manner.

*Lukaas Duskwhisper, a nightmare spinner*

Below the night mage are several phantasms, who pass along orders to individual members. Each phantasm oversees no more than five nightmare spinners, and no more than six phantasms ever operate in a single cell.

Typically, nightmare spinners are encouraged to do as they will and adventure as much as they please. Occasionally, however, the phantasms ask them to use their powers against a specific individual to coerce him or her into certain actions. The fear that a nightmare spinner can inspire is usually sufficient to ensure compliance, but he can also threaten his victims with death from *phantasmal killer* and *phantasmal strangler* spells if spirited resistance is encountered.

Promotion within a cell is based on merit. No one is certain of the method used to choose new dream stalkers, phantasms, or night mages. Rumors persist of such authority being granted through dreams.

### NPC Reactions

Most people have never encountered a nightmare spinner and don't even know they exist. The uninformed treat nightmare spinners with indifference, although their general attitude and demeanor can arouse suspicion. Those who know the power of a nightmare spinner are hostile to members of the class.

## NIGHTMARE SPINNER LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research nightmare spinners to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Some spellcasters can reach into your mind and pull out your worst nightmares.

**DC 15:** A nightmare spinner is a specialist in illusion and fear magic.

**DC 20:** Nightmare spinners know no fear and can inspire terror in others.

**DC 30:** Characters who achieve this level of success can learn important details about a specific nightmare spinner in your campaign, the areas where he operates, and the kinds of activities he undertakes.

PCs in search of a nightmare spinner have a difficult task. Some wizards and sorcerers know of these spellcasters, but most are hostile toward anyone asking for them. However, a character who asks a neutral or evil spellcaster for information and makes a successful DC 20 Gather Information check will be contacted by a member of the nearest Dark Dreamers cell within 1d4 days.

## NIGHTMARE SPINNERS IN THE GAME

Nightmare spinners are relatively easy to incorporate into a campaign. Since they operate covertly, a lack of prior contact between them and the PCs is not unusual.

Nightmare spinners are great choices for players who enjoy characters with a darker edge. Because this character operates more or less on the fringes of society and interacts with others through threats and illusions, he makes an interesting addition to a party—rather like a magic enforcer. If you have a nightmare spinner among your PCs, be sure to

give him plenty of intelligent foes against which he can use his signature abilities.

### Adaptation

The nightmare spinner class is designed as an illusion specialist, but it could work just as well with an enchantment specialty, since most spells from that school are also mind-affecting. Such a character probably would not have an evil bent, and the class abilities could be modified to allow him to charm or dominate creatures that are usually immune to such spells.

### Sample Encounter

PCs might encounter a nightmare spinner who is in competition with them to acquire a particular magic item with illusion powers. Alternatively, they might be called to investigate if a powerful merchant or public figure suddenly begins acting out of character, only to discover that a nightmare spinner is threatening her.

**EL 14:** Lukaas Duskwhisper is a sadist who delights in terrorizing wizards and making their spellbooks his own. He has been sent by the Dark Dreamers to gain the cooperation of the king's advisor in an upcoming territorial dispute. He has been tormenting the man nightly with gory illusions and daily with his inspire fear ability. He whispered to the man in his sleep that he will die horribly if he does not advise the king to let the opposing side have the disputed territory. The PCs encounter Lukaas while they are standing watch over the advisor in his chamber.

#### Lukaas Duskwhisper — CR 14

Male human bard 2/illusionist 7/nightmare spinner 5
LE Medium humanoid
**Init** +2; **Senses** Listen +0, Spot +0
**Languages** Common, Draconic, Infernal

**AC** 18, touch 14, flat-footed 16; Dodge (+2 Dex, +3 armor, +2 deflection, +1 natural)
**hp** 54 (14 HD)
**Immune** fear
**Fort** +5, **Ref** +9, **Will** +13

**Speed** 30 ft. (6 squares)
**Melee** mwk rapier +9/+4 (1d6–1/18–20)
**Ranged** mwk light crossbow +9 (1d8/19–20)
**Base Atk** +6; **Grp** +5
**Special Actions** bardic music 2/day (countersong, *fascinate* 1 creature, inspire courage +1), deadly nightmare, inspire fear 6/day, nightmare phantasm 6/day
**Combat Gear** 2 *potions of cure moderate wounds, potion of cure light wounds, potion of hide from animals, potion of hide from undead, potion of jump,* scroll of *lesser globe of invulnerability*
**Wizard Spells Prepared** (CL 11th; prohibited schools abjuration and evocation):
6th—*eyebite* (DC 19), *veil* (DC 20)
5th—*dream, nightmare* (DC 19), *persistent image* (DC 19)
4th—*fear* (DC 17), *phantasmal killer* (DC 18), *rainbow pattern* (DC 18), *shadow conjuration* (DC 18)
3rd—*displacement, hold person* (DC 16), *major image* (DC 17), *phantasmal strangler* (DC 17), *phantom steed, suggestion* (DC 16)
2nd—*continual flame, darkness, invisibility, knock, minor image* (DC 16), *mirror image, scare* (DC 15)
1st—*color spray* (2) (DC 15), *ray of enfeeblement, resinous tar*, silent image* (DC 15), *ventriloquism* (DC 15)
0—*daze* (DC 13), *detect magic, ghost sound* (DC 14), *mage hand, prestidigitation*
**Bard Spells Known** (CL 2nd):
1st (1/day)—*cause fear* (DC 14), *disguise self*
0 (3/day)—*acid splash, ghost sound* (DC 14), *mage hand, read magic, prestidigitation*

**Abilities** Str 8, Dex 15, Con 12, Int 16, Wis 10, Cha 16
**SQ** bardic knowledge +5, spirit chill
**Feats** Dodge, Sunlight Eyes*, Shadow Veil*, Scribe Scroll[B], Silent Spell[B], Spell Focus (illusion), Still Spell, Weapon Finesse (rapier)
**Skills** Bluff +18, Concentration +18, Diplomacy +12, Escape Artist +7, Gather Information +8, Hide +7, Intimidate +21, Knowledge (arcana) +15, Knowledge (the planes) +4, Listen +0, Move Silently +12, Perform (chant) +6, Sense Motive +15, Spellcraft +21 (+23 to learn illusion spells), Spot +0
**Possessions** combat gear plus *bracers of armor +3, ring of protection +2, cloak of resistance +1, amulet of natural armor +1,* masterwork rapier, masterwork light crossbow with 10 bolts, *rod of shadowblending*, ring of mind shielding, pipes of sounding, gloves of Dexterity +2*
**Spellbook** spells prepared plus 0—all but abjuration and evocation; 1st—*charm person, feather fail, hypnotism, Nystul's magical aura, sleep;* 2nd—*alter self, cat's grace, darkvision, hypnotic pattern, Leomund's trap, magic mouth, misdirection, Tasha's hideous laughter, slow;* 3rd—*illusory script, invisibility sphere;* 4th—*bestow curse, greater invisibility, hallucinatory terrain;* 5th—*false vision, feeblemind, mirage arcana, seeming;* 6th—*mislead, permanent image, programmed image, project image, shades*

**Hook** "Do I make you nervous? It's your own weakness you see in my eyes."

## ULTIMATE MAGUS

*"You insist on attempting to master magic, but magic is no one's slave. Treat the magic as your partner, as I have, and you too may reach enlightenment."*

—Kalind Leschay, an ultimate magus

Sorcerers channel unknowable powers, and wizards are expert in ancient lore, but few individuals have as thorough an understanding and mastery of arcane magic as the ultimate magus. By combining both sorcerous and wizardly abilities into a unified whole, the magus empowers herself in ways even the greatest archmage can't duplicate.

### BECOMING AN ULTIMATE MAGUS

Due to the specific requirements of the ultimate magus, levels in both sorcerer and wizard are the most common method of gaining entry into this class. It might be possible for members of other spellcasting classes to do so under specific conditions, but such an occurrence is as rare as cockatrice teeth.

#### Entry Requirements

**Skills:** Knowledge (arcana) 4 ranks, Spellcraft 8 ranks.
**Feats:** Any metamagic feat.
**Spellcasting:** Able to spontaneously cast 1st-level arcane spells, able to prepare and cast 2nd-level arcane spells from a spellbook.

**Table 3–9: The Ultimate Magus** **Hit Die: d4**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Arcane spell power +1 | +1 level of lower-level existing arcane casting class |
| 2nd | +1 | +0 | +0 | +3 | Expanded spell knowledge (1st level or lower) | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |
| 3rd | +1 | +1 | +1 | +3 | Augmented casting | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |
| 4th | +2 | +1 | +1 | +4 | Arcane spell power +2, expanded spell knowledge (2nd level or lower) | +1 level of lower-level existing arcane casting class |
| 5th | +2 | +1 | +1 | +4 | Bonus feat | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |
| 6th | +3 | +2 | +2 | +5 | Expanded spell knowledge (3rd level or lower) | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |
| 7th | +3 | +2 | +2 | +5 | Arcane spell power +3 | +1 level of lower-level existing arcane casting class |
| 8th | +4 | +2 | +2 | +6 | Expanded spell knowledge (4th level or lower) | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |
| 9th | +4 | +3 | +3 | +6 | Bonus feat | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |
| 10th | +5 | +3 | +3 | +7 | Arcane spell power +4, expanded spell knowledge (5th level or lower) | +1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class |

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Profession, Spellcraft, Use Magic Device.

## CLASS FEATURES

As an ultimate magus, you are a connoisseur of both prepared and spontaneous magic. You not only learn to cast both types of spells, but to use one art to augment the other—particularly in the realm of metamagic effects.

**Spellcasting:** At each level except 1st, 4th, and 7th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in both a prepared arcane casting class and a spontaneous arcane casting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained.

At 1st, 4th, and 7th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in your arcane spellcasting class with the lowest caster level. For example, a 4th-level wizard/1st-level sorcerer who gained one level of ultimate magus would gain increased spellcasting ability as if he had gained a level of sorcerer (since that class's caster level is lower than his wizard caster level). If all your arcane spellcasting classes have equal caster levels, you can apply this benefit to any of your existing arcane spellcasting classes. You do not, however, gain any other benefit a character of those classes would have gained.

**Arcane Spell Power (Ex):** At 1st level, your caster level for all arcane spells increases by 1. It increases again at 4th level, 7th level, and 10th level (to a maximum of +4).

**Expanded Spell Knowledge (Ex):** At 2nd level, you can select one 0- or 1st-level arcane spell from your spellbook and add it to the list of arcane spells known for a spontaneous casting class, even if you can't yet spontaneously cast spells of that level. (In this case, you would know the spell but wouldn't be able to cast it until you had spell slots of the appropriate level.)

You can add another spell from your spellbook to your list of spells known every two levels thereafter. At 4th level, this can be a 0-, 1st-, or 2nd-level spell. At 6th level, this can be any spell of 3rd level or lower. At 8th level, this spell can be of 4th level or lower, and at 10th level it can be of 5th level or lower.

**Augmented Casting (Su):** Starting at 3rd level, you can choose to sacrifice a spell or spell slot from one of your classes to apply the effect of a metamagic feat that you know to a spell cast using another arcane class. (For instance, you could sacrifice a sorcerer slot to apply a metamagic effect to a wizard spell.) This sacrificed spell or slot is lost (just as if you had cast the spell) in addition to the spell you are actually casting.

The level of the spell to be augmented can't exceed 1/2 your class level. For example, when you first gain this ability, you can only apply a metamagic effect to 1st-level spells. A 10th-level ultimate magus can affect spells of 5th level or lower.

The level of the spell slot sacrificed must equal or exceed the spell level adjustment of the metamagic feat. To empower a spell, for example, you would have to spend a 2nd-level or higher spell. You can't use this ability to augment a spell already affected by a metamagic feat.

You can use this ability a number of times per day equal to 3 + 1/2 your class level.

**Bonus Feat:** At 5th level, and again at 9th level, you can select a bonus metamagic feat for which you meet the prerequisites.

## PLAYING AN ULTIMATE MAGUS

You possess a fascination with magic and lore greater than that of most wizards. You see magic not as a tool, but as a

natural part of who and what you are. It is a part of the world in which you live, not an implement to be exploited when necessary and discarded. Everything you do, everything you see, and everything you learn is examined and analyzed as it relates to magic first, and to all other concerns second. You know that you possess great power, but you feel certain that secrets and understanding yet elude your grasp.

This doesn't mean that you have no other goals or other loves. You might adventure alongside your friends, serve your king as advisor, or fight on the battlefield for a cause in which you believe, just like any other character might. Even in the midst of all this, however, you learn and study constantly, seeking to understand how magic fits into the events around you and what insight those events can grant you that apply to your magic.

## Combat

You are, if anything, even less of a melee fighter than other arcane casters. Your levels in multiple casting classes do little to improve your base attack bonus to say nothing of your hit points. Stay back out of the fray and take advantage of the vast array of spells to which you have access. You are best served by area spells or spells that prevent enemies from getting too close to you. Where possible, focus on groups of enemies, letting the fighters in the group tackle the single foes. When you must focus on a specific opponent, do what you can to take him out as fast as possible, before he recognizes you for the threat you pose and does the same to you.

*Kalind Leschay, an ultimate magus*

Particularly at early levels, use the spells from your higher-level arcane class for offensive effects. This strategy maximizes both the spells' likelihood of success (due to a higher save DC) and the overall effect (due to a higher caster level). Later on, your two classes likely balance out, so this becomes less of an issue.

Although you'll always lag behind a single-classed arcane caster in terms of sheer power—your highest-level spells are a level or two lower than those of such a character—your caster level keeps up reasonably well (meaning your *fireball* is just about as good as his). Also, your array of spells can last up to twice as long in an adventure as that of a single-classed character, and you have a few tricks up your sleeve that he can't easily match.

## Advancement

You were heavily devoted to the study and mastery of magic even before you entered this class. Perhaps you were a born sorcerer, and wished to better understand the nature of your powers. Perhaps you were a wizard, and the discovery of your spontaneous abilities led you to question the knowledge you had already gained. Whatever the case, you are a driven soul with no goal outside a true understanding of arcane magic in all its forms.

You spend all your available time advancing your skills and knowledge. Whether this means battling monsters in the dungeon, unearthing ancient lore, or simply reading books at the university, nothing is more important to you.

You'll want to keep skills such as Knowledge (arcana) and Spellcraft high, if not maxed out. Choose feats that benefit both your casting styles, such as Spell Penetration and Spell Focus. Even with your extra metamagic feats, it pays to learn as many as you can (particularly those with low level adjustments).

You'll face the complex conundrum of where to assign newly learned spells. Adding a spell to your spellbook means you're not necessarily stuck with it when you don't need it, but adding it to your list of spells known means you can cast it more frequently. It's probably best to focus on spells you need only occasionally for the bulk of your spellbook, such as *identify, disguise self, resist energy, see invisibility,* and the like. That frees up your sorcerer spell slots for always useful spells such as *magic missile, shield, ray of enfeeblement, web,* and so on. Always keep your caster level in the two classes in mind—spells that don't benefit from a high caster level are good choices for your "weaker" class.

## Resources

Although no organization is devoted exclusively to your particular mix of talents, you might well hold a position, or at least possess contacts, within a wizards guild or similar organization. Such cabals are fascinated by your abilities and eager to learn whatever mystic secrets you have uncovered. While they aren't likely to support you with finances or magic items, they might aid you in researching specific topics, or offer you the opportunity to trade spells with wizards, wu jen, or other preparation casters.

## ULTIMATE MAGI IN THE WORLD

*"I find them both fascinating and worrying, these so-called ultimate magi. Fascinating because they suggest that we have so much more to learn about magic, and worrying because they suggest that so much of what we do know may be wrong."*

—Mialee, elf wizard

Ultimate magi, though rare, are found either in greater metropolises or in complete isolation. In this regard, at least, they fit the stereotype of the obsessed wizard. They might be part of a guild or a government or they might seek complete seclusion, but in either case their purpose is the same—study and knowledge. The development of ultimate magi is a logical result of the existence of both wizards and sorcerers, so DMs should have little trouble justifying their existence.

### Organization

Ultimate magi have no organizations of their own. That said, many hold positions of high esteem in various arcanist guilds, or in other groups that normally allow wizards or sorcerers.

### NPC Reactions

Most individuals have difficulty telling a sorcerer from a wizard, let alone recognizing an ultimate magus, and thus react to a member of this class as they would any other arcane caster. Sorcerers and wizards, however, recognize that the magi are privy to secrets they themselves lack. Arcane casters who seek knowledge and a better understanding of their powers (often, but not always, the good-aligned ones) begin one step nearer to helpful than they otherwise would. Arcane casters who master magic to gain power over others (often, but not always, the evil-aligned ones) begin one step nearer to hostile.

## ULTIMATE MAGUS LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research ultimate magi to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Ultimate magi are individuals able to progress in both prepared and spontaneous varieties of arcane magic.

**DC 15:** I heard of one magus who claimed to be able to apply the tricks learned as a wizard to her sorcerer spellcasting prowess.

**DC 20:** I once watched a magus decimate a whole horde with spells far more powerful than she should have been able to cast. It wore her down, though, like she was burning magic to empower magic.

**DC 30:** Characters who achieve this level of success can learn important details about a specific ultimate magus in your campaign, the areas where she operates, and the kinds of activities she undertakes.

PCs who wish *to* meet with an ultimate magus should make every effort to contact the nearest arcanist guild. Even if the organization boasts no such member, odds are good that its members can suggest the next place to search.

## ULTIMATE MAGI IN THE GAME

An ultimate magus can appear anywhere a wizard or other studious caster would fit in. She might hold a high position in a city or wander the world like any adventurer. It is entirely possible that the PCs have met or heard of one before without even realizing it, having mistaken a magus for a traditional wizard or sorcerer.

Players who enjoy playing arcane spellcasters should find the ultimate magus an absolute delight. Although the class costs them some power, it opens up an enormous variety of options that no other single arcane casting class can provide.

### Adaptation

The ultimate magus requires little adaptation, since the prestige class fits into any setting with both wizards and sorcerers, or any similar classes. That said, it would not be inappropriate to make the magi members of an elite order, rather than lone individuals. Perhaps only a select few have learned these techniques, and these masters are highly selective about whom they teach. Alternatively, in a setting in which either sorcerers or wizards are persecuted, the arts of the magi might have been developed to allow one such class to masquerade as the other.

Another variant might be one that melds two spontaneous casting arcane characters, such as a sorcerer and a warmage, allowing the two to blend their spell lists in a manner similar to the benefit of the expanded spell knowledge class feature.

### Sample Encounter

PCs are likely to encounter ultimate magi when on a quest for knowledge or items of great arcane power, or when researching ancient secrets. That said, it is certainly possible to encounter a mighty magus battling the forces of evil, or an ambitious one leading an army of summoned minions. Essentially, a magus can appear in any circumstances when a sorcerer or wizard would be appropriate.

**EL 9:** Kalind Leschay was an apprentice to a powerful wizard when her sorcerous abilities first manifested. She remained with her mentor for several more years, until it became clear that he was more interested in studying her than teaching her. She now uses her abilities to learn more about arcane magic, as well as to protect others. When the PCs encounter her, she has placed an entire village under her protection—partly because of a nearby ancient ruin, which she is convinced possesses a few tomes in a long-dead tongue. Powerful as she is, however, she has bitten off more than she can chew, since evil powers also seek the tomes. The PCs must either stand with her or abandon her, and the village, to a dark fate.

**KALIND LESCHAY** **CR 9**

Female human wizard 4/sorcerer 1/ultimate magus 4
NG Medium humanoid
**Init** +1; **Senses** Listen –1 , Spot –1
**Languages** Common, Draconic, Elven

**AC** 19, touch 15, flat-footed 18
(+4 armor, +4 shield, +1 Dexterity)

**hp** 33 (9 HD)
**Fort** +3, **Ref** +3, **Will** +9

---

**Speed** 30 ft. (6 squares)
**Melee** +2/mwk *quarterstaff* +6 (1d6+2)
**Ranged** mwk darts +5 (1d4)
**Base Atk** +4; **Grp** +4
**Special Actions** augmented casting 5/day
**Sorcerer Spells Known** (CL 7th, choose spells as CL 5th):
2nd (5/day)—*arcane turmoil** (DC 15), *invisibility, rope trick*[B]
1st (7/day)—*charm person**, *color spray* (DC 14), *mage armor*†, *orb of sound, lesser*[CA] (+4 ranged touch), *shield*†
0 (6/day)—*detect magic, daze* (DC 13), *message, prestidigitation, read magic, resistance*
† Already cast
**Wizard Spells Prepared** (CL 8th, choose spells as 6th):
3rd—*arcane sight* (2), *clairaudience/clairvoyance*
2nd—*detect thoughts* (DC 15), *locate object, obscure object, scorching ray* (+4 ranged touch)
1st—*comprehend languages, dawnburst** (DC 14), *sleep, unseen servant*
0—*arcane mark, disrupt undead* (+4 ranged touch), *ghost sound* (DC 13), *mending*

---

**Abilities** Str 10, Dex 13, Con 12, Int 17, Wis 8, Cha 16
**SQ** Arcane spell power +2, augmented casting 5/day, expanded spell knowledge
**Feats** Empower Spell, Maximize Spell, Scribe Scroll[B], Silent Spell, Skill Focus (Concentration), Weapon Focus (ray)
**Skills** Bluff +7, Concentration +14, Decipher Script +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (the planes) +13, Listen –1 , Spellcraft +15, Spot –1 , Survival –1 (+1 on other planes), Use Magic Device +5 (+9 scrolls)
**Possessions** +2/masterwork *quarterstaff,* 10 masterwork darts, *cloak of Charisma +2*
**Spellbook** spells prepared plus 0—all; 1st—*charm person, Tenser's floating disk;* 2nd—*arcane lock, allied footsteps**, *rope trick*

---

**Hook** "Have you seen this? This is fascinating!"

# UNSEEN SEER

*"There is no such thing as a secret."*

—Kory Stargazer, unseen seer

Mysterious and elusive, the unseen seer trades in secrets. Subterfuge is her business in the same way that death is the assassin's business, and she uses her magic to help her gather other people's secrets while keeping her own.

## BECOMING AN UNSEEN SEER

Because an unseen seer specializes in stealthy information gathering, this prestige class is especially attractive to rogues. Ninjas, scouts, and spellthieves (all from *Complete Adventurer*) might find it equally beneficial. Regardless, these characters must master the basics of arcane divination magic before entering, whether by multiclassing as a wizard (typically a diviner), sorcerer, or other arcane caster. The beguiler (*Player's Handbook II*) can qualify as an unseen seer without multiclassing, and though bards make good unseen seers, they typically must multiclass to meet the skill requirements.

### Entry Requirements

**Skills:** Hide 8 ranks, Search 8 ranks, Sense Motive 4 ranks, Spellcraft 4 ranks, Spot 8 ranks.
**Spellcasting:** Ability to cast 1st-level arcane spells, including at least two divination spells.

## CLASS FEATURES

As an unseen seer, you excel at surreptitious information-gathering. No secret is safe from you because you can ferret out information through spells or even by mundane means when necessary. You are adept at revealing falsehoods and unraveling even the most skillful deception, all the while keeping your own motives and activities hidden.

**Spellcasting:** At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming an unseen seer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Damage Bonus:** At 1st level, the extra damage you deal with your sneak attack, skirmish, or sudden strike ability increases by 1d6. If you have more than one of these abilities, only one ability gains this increase (choose each time you gain this benefit).

Your sneak attack, skirmish, or sudden strike damage increases by another 1d6 at 4th level, 7th level, and 10th level.

**Advanced Learning (Ex):** At 2nd, 5th, and 8th level, you can add a new spell to your spellbook or list of spells known, representing the result of personal study and experimentation. The spell must be a divination spell of a level no higher than that of the highest-level arcane spell you already know. The spell can be from any class's spell list (arcane or divine). Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

**Silent Spell:** At 2nd level, you gain Silent Spell as a bonus feat.

**Divination Spell Power (Ex):** At 3rd level, you gain a +1 bonus to your caster level when casting an arcane divination spell. This bonus improves to +2 at 6th level, and to +3 at 9th level.

This benefit comes at a cost: Your caster level for all other arcane spells is reduced by 1 at 3rd level. This reduction becomes 2 at 6th level and becomes 3 at 9th level.

For example, a 4th-level rogue/1st-level sorcerer/6th-level unseen seer would have a caster level of 9th for her arcane divination spells, but only 5th for her nondivination arcane spells.

**Guarded Mind (Su):** Any successful unseen seer must learn to protect herself from magic that would reveal her identity. At 5th level, you become protected by *nondetection* (as the spell, but with a permanent duration). For the purpose of divinations attempted against you, your caster level equals your character level.

## PLAYING AN UNSEEN SEER

You move silently through the world in search of the truth, and no one is better than you at finding it. You were in the shadows when the queen's lover declared his undying devotion, and you eavesdropped on meetings of secret societies dedicated to dark entities. You saw an assassin's knife end the career of a promising young artist, and a forger's pen create the letter that started a war. The potent combination of your divination abilities and your stealth skills can strip away pretense and reveal the twisted truth behind society's polite facade.

In your travels, you learned that everyone has at least one dark secret—even the paladin carrying out his deity's will. And those secrets can bring both power and wealth to the one who knows them and isn't afraid to exploit them.

For the most part, you work alone, though you might profess membership in the Seekers of Truth, an organization dedicated to discovering the truth behind all the lies. Its membership is diverse and includes paladins and clerics, as well as unseen seers such as yourself. All who value the truth, for whatever reason, are welcome in its ranks. Rumor holds that even a few assassins have made themselves at home within its ranks, building cells of members whose moral viewpoints align with their own. Nominally, the organization claims neither a good nor evil bias, but the presence of more than a few paladins in its upper ranks causes it to lean more toward the side of good.

### Combat

Sometimes your best option for combat is to avoid it altogether. To that end, use your skills to put strangers at ease whenever possible, and stay unseen as much as you can.

When combat is inevitable, it's best to be forewarned. Use *detect thoughts* or *clairvoyance/dairaudience* to gain information about your opposition just before a battle begins. Just because you specialize in divination doesn't mean you can't make good use of illusions and abjurations to keep yourself safe.

If you have ranks in the Hide skill, you can slink to the fringes of a battlefield and slip out of sight before any enemy can target you. If necessary, you can use Bluff to create a distraction that makes it easier for you to get out of danger. When you finally do attack, be prepared to move quickly to a new hiding place.

### Advancement

Your insatiable curiosity led you to divination magic in the first place, and from there to becoming an unseen seer. It gives you a heady feeling of power to magically know what's happening elsewhere or glimpse the possible outcomes of your actions before committing to them. But when you began to amass information about others simply for its own sake, a representative of the Seekers of Truth sought you out and invited you to join the organization.

As a new member, you studied stealth skills to complement your divination abilities, and you learned how to make the most of your scrying spells. Thereafter, you accompanied a senior member of the organization a few times on missions to ferret out the truth from king's courts, military command centers, and other places where secrets abound.

Since your initial training, you have operated largely on your own, gathering secret information to enter in the guild's archives through your adventures. No piece of information is too small or too volatile. Though you must have permission to draw information directly from the guild's archives, no rule says that you can't use the information you gain by the exercise of your abilities before turning it over for archiving. Thus, you can operate as a king's advisor, an information broker, or a blackmailer, according to your wishes.

To function as an unseen seer, you need a good Dexterity to take full advantage of your Dexterity-based skills, and a decent Charisma for wheedling information out of unwilling parties when your divination spells fail you. Keep your Diplomacy, Bluff, and Sense Motive skills maxed out, and collect plenty of divinations for your repertoire.

### Resources

The library of information to which all seekers contribute is your most important resource. The information contained in the organization's archives could bring down kingdoms and plunge whole societies into chaos, and for that reason, no single member can withdraw more than a small amount of it for personal use. But the right piece of information can

**Table 3–10: The Unseen Seer** **Hit Die: d4**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Damage bonus +1d6 | +1 level of existing arcane spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | Advanced learning, Silent Spell | +1 level of existing arcane spellcasting class |
| 3rd | +2 | +1 | +1 | +3 | Divination spell power +1 | +1 level of existing arcane spellcasting class |
| 4th | +3 | +1 | +1 | +4 | Damage bonus +2d6 | +1 level of existing arcane spellcasting class |
| 5th | +3 | +1 | +1 | +4 | Advanced learning, guarded mind | +1 level of existing arcane spellcasting class |
| 6th | +4 | +2 | +2 | +5 | Divination spell power +2 | +1 level of existing arcane spellcasting class |
| 7th | +5 | +2 | +2 | +5 | Damage bonus +3d6 | +1 level of existing arcane spellcasting class |
| 8th | +6 | +2 | +2 | +6 | Advanced learning | +1 level of existing arcane spellcasting class |
| 9th | +6 | +3 | +3 | +6 | Divination spell power +3 | +1 level of existing arcane spellcasting class |
| 10th | +7 | +3 | +3 | +7 | Damage bonus +4d6 | +1 level of existing arcane spellcasting class |

**Class Skills (6 + Int modifier per level):** Bluff, Concentration, Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Spellcraft, Spot.

make an excellent bargaining chip for use in gaining even more secrets.

Your fellow unseen seers can also provide valuable assistance to you, both in terms of training and as comrades in the search for truth. Small groups of unseen seers working together can unmask a conspiracy against a throne or stop a revolution before it starts. Finally, you can borrow magic items from the cell to which you belong for periods up to one year. Scrying items are the most commonly borrowed, but the Seekers of Truth also stockpile scrolls and wands with divination spells on them, as well as items that provide help in keeping out of sight.

## UNSEEN SEERS IN THE WORLD

*"I told no one, I swear. And yet she knew. She knew everything!"*
—Jovan Ismul, Grand Vizier of Jelumal

Unseen seers introduce an element of mystery into a campaign. As NPCs, they are best used as advisors to important persons and as information brokers. They can provide missions for PCs based on secret information they have learned, or they can serve as mentors for PC diviners wishing to pursue the prestige class. Alternatively, they can make formidable foes for characters who have a stake in keeping a secret—either their own or an employer's.

### Organization

The Seekers of Truth have a strict hierarchy. At the top is a mysterious figure known only as the omniscient one. Below him are three eyes of seeing, who manage the archives and sort out information. Roughly equivalent in rank are six knowledge sealers, who maintain the security of the archives. In the next rank are all the unseen seers and other members responsible for gaining secrets, and at the bottom are the remaining paladins, clerics, and other members of the organization who perform most of its legwork. Individual cells of the organization, usually headed by unseen seers, are located throughout the civilized world, usually in large cities and near strategically important locations.

The Seekers of Truth are dedicated only to obtaining the truth, not to using it. However, the eyes of seeing examine all the material that comes in and connect bits of information to determine plots and trends, then advise the omniscient one about issues that seem to be of major social and political importance. Occasionally, the omniscient one decides to leak information to influence the outcome one way or another.

Promotion is based on the information-gathering prowess of the individual. In particular, an unseen seer might be promoted to a higher position only when she has learned the secrets of her superior. An unseen seer can leave the organization at any time without repercussions, but anyone who does so and then reveals group secrets to nonmembers is likely to find out for certain that assassins exist within its ranks.

### NPC Reactions

Few people know that unseen seers exist. Those who do universally mistrust them, if only because knowing all sorts of secrets gives the seers an unfair advantage. Thus, the attitude of ordinary people toward unseen seers is usually either indifferent or unfriendly. However, rulers and other persons of importance who employ unseen seers place great faith in their abilities and integrity. Such people are usually friendly toward any unseen seer.

*Kory Stargazer, an unseen seer*

## UNSEEN SEER LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research unseen seers to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Some spies who can magically see into the lives and minds of others are called unseen seers.

**DC 15:** Unseen seers blend stealth and arcane spells to become master information-gatherers.

**DC 20:** Unseen seers specialize in avoiding detection themselves and shun anything resembling a fair fight. If you spot one, don't expect her to stick around for long.

**DC 30:** Characters who achieve this level of success can learn important details about specific unseen seers in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs wishing to contact an unseen seer or the Seekers of Truth must attempt a DC 20 Gather Information check. Suc-

cess gains the character an interview, after scrying verifies that no threat exists.

## UNSEEN SEERS IN THE GAME

Unseen seers operate from the shadows and usually leave no trace of their presence. Thus, they are relatively easy to incorporate into a campaign—some have probably always been there, witnessing all but undetected until now. They can provide plenty of plot hooks for PCs to pursue because of their detailed but fragmented knowledge of secret information.

This prestige class appeals to players who enjoy missions involving subterfuge and intrigue. Any character who enjoys operating from the shadows and dabbling in arcane magic is a good candidate for this class. She can be of significant aid to her party by spying on enemies prior to major encounters and gaining information that can be used for bargaining.

### Adaptation

Though the unseen seer is presented as a divination specialist, the class could also be used for an illusion-based spy by simply changing the prerequisites and spell power class feature. In a campaign with a darker theme, the Seekers of Truth could be actively using gathered information to influence political leaders.

### Sample Encounter

PCs might encounter an unseen seer in a variety of ways. Such a character could be the ultimate villain who is pulling the strings of a leader through blackmail, or she could be a good-hearted king's advisor who needs the PCs to act on secret information to save the kingdom.

**EL 12:** Kory Stargazer was chief advisor to the king, and in that capacity she gained access to a large number of spells. At one time, the king placed great faith in her divination ability and advice. In his service, she came across information indicating that the king's younger brother is plotting to murder him for the throne. The king refused to believe his brother capable of such an act and released her from his service. Due to her patriotism and loyalty to the king, however, Kory finds it impossible to let the matter lie. Therefore, she plans to hire some adventurers to obtain the proof she needs of the king's brother's duplicity.

**KORY STARGAZER** **CR 10**

Female human rogue 4/diviner 1/unseen seer 5
N Medium humanoid
**Init** +1; **Senses** Listen +12, Spot +12
**Languages** Auran, Common, Draconic

**AC** 18, touch 12, flat-footed 17; +1 against traps, uncanny dodge
(+1 Dex, +2 armor, +4 shield, +1 deflection)
**hp** 32 (10 HD)
**Resist** evasion
**Fort** +2, **Ref** +6 (+7 against traps), **Will** +8

**Speed** 30 ft. (6 squares)
**Melee** mwk short sword +6/+1 (1d6–1/19–20)
**Ranged** mwk light crossbow +8 (1d8/19–20)
**Base Atk** +6; **Grp** +5
**Special Actions** sneak attack +4d6
**Combat Gear** *potion of cure moderate wounds,* scroll of *analyze dweomer,* scroll of *magic weapon,* scroll of *shield,* scroll of *solid fog,* scroll of *true strike*
**Wizard Spells Prepared** (CL varies, prohibited school necromancy):
3rd—*clairaudience/clairvoyance* (CL 7th), *dispel magic* (CL 5th), *hold person* (CL 5th, DC 17), *tongues* (CL 7th)
2nd—*continual light* (CL 5th), *detect thoughts* (CL 7th, DC 17), *find traps* (CL 7th), *knock* (CL5th), *see invisibility* (CL 7th)
1st—*color spray* (CL 5th, DC 15), *detect evil* (CL 7th), *shield*† (CL 5th), *sleep* (CL 5th, DC 15), *true strike* (CL 7th)
0—*detect poison* (CL 7th), *mage hand* (CL 5th), *open/close* (CL 5th), *read magic* (CL 7th), *resistance* (CL 5th)
† Already cast

**Abilities** Str 8, Dex 12, Con 10, Int 19, Wis 13, Cha 14
**SQ** advanced learning *(detect evil),* advanced learning *(find traps),* divination spell power +1, guarded mind, trap sense +1, trapfinding
**Feats** Combat Casting, Magic Sensitive*, Scribe Scroll[B], Silent Spell[B], Skill Focus (Gather Information), Spell Focus (Divination), Sunlight Eyes*
**Skills** Balance +3, Bluff +16, Concentration +9, Diplomacy +16, Disguise +6, Escape Artist +4, Forgery +9, Gather Information +17, Hide +10, Intimidate +4, Jump +3, Listen +12, Move Silently +15, Search +17, Sense Motive +5, Spellcraft +9, Spot +12, Tumble +11
**Possessions** combat gear plus *bracers of armor +2, ring of protection +1,* masterwork short sword, masterwork light crossbow with 10 bolts, *eyes of the eagle, headband of intellect +2,* masterwork thieves' tools
**Spellbook** spells prepared plus 0—all but necromancy; 1st—*burning hands, charm person, color spray, comprehend languages, detect secret doors, detect undead, identify, Tenser's floating disk;* 2nd—*blindness/deafness, blur, fog cloud, invisibility, locate object, resist energy;* 3rd—*fly, invisibility sphere, lightning bolt, protection from energy, slow, suggestion*

**Hook** "Don't tell me; I already know."

## WILD SOUL

*"Magic is a wild force, and in the wild it finds its greatest strength. It can perhaps be harnessed, but it can never be tamed."*

—Jerarra of the Hunted Steppes

For all that magic appears to be an unnatural force to those who misunderstand it, it is a fundamental part of the world, a current that flows naturally through all places and all creatures. Like the waters of a stream, its flow never ceases, but it does congregate in reservoirs of natural magic. These "pools" of magic are the fey, certain magical beasts, and other creatures of both innate magic and strong natural bonds.

So-called wild souls are arcanists who have tapped into this natural flow of energy. As druids are divine casters who share a link with the animals of nature, wild souls develop a similar link to the world's fey. And like the fey themselves, wild souls swear allegiance—or at least an alliance—with one of the two great courts. The Seelie Court are fey of grace, beauty, and natural purity, while the Unseelie are vicious, impure, and often ugly. Both courts are intrinsically linked to the world of nature and the flow of magic. Titania and

Oberon rule the Seelie Court; the Queen of Air and Darkness rules the Unseelie Court. The seelie tend toward neutrality, though many are good or evil; the unseelie tend toward evil, and while neutrality is found among them, good never is. The vast majority of these fey are chaotic, and none are lawful.

Wild souls—also called primal mages or, in the more poetic language of the Seelie Court, mystic mavens—are mortal, and thus not truly a part of these fey courts. They are, however, respected ambassadors of the mortal world, honored above other mortals due to the strong connection to the arcane magic that fey feel flowing through their veins. Other mortals fear them, sensing on an instinctive level the touch of the otherworld upon them.

## BECOMING A WILD SOUL

Sorcerers feel the pull of the wild soul most frequently, since their innate ability to cast spells mirrors the natural magic of the fey. Certain wizards and wu jen, however, also feel the pull of this primal magic, and in fact might—due to their higher average intelligence—be better able to meet its requirements. A significant minority of wild souls began as multiclass arcane casters/druids.

### Entry Requirements

**Alignment:** Any nonlawful.

**Skills:** Knowledge (arcana) 8 ranks, Knowledge (nature) 4 ranks.

**Special:** Must be able to cast 2nd-level arcane spells, must make peaceful contact with a fey creature and peacefully spend at least a day among fey.

## CLASS FEATURES

Your class features are all influenced by your bond with the mystical creatures of the world. You gain several of their abilities, channel their magic, and can even call upon them for aid.

**Spellcasting:** At every wild soul level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class you belonged to before you added the prestige class. You do not, however, gain any other class benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a wild soul, you must decide to which class to add each level for the purpose of determining spells per day.

**Seelie Courtier (Ex):** At 1st level, you must choose either the seelie or the unseelie path. Good-aligned characters can't choose the unseelie path, while evil-aligned characters are barred from the seelie path. This choice determines certain benefits you gain from this prestige class. If your alignment later changes to make your choice illegal, you automatically exchange all seelie- or unseelie-related class features for their opposites.

In addition, you gain a bonus equal to your wild soul level on Bluff, Diplomacy, and Intimidate checks made in to influence fey and magical beasts.

**Spontaneous Spells:** A wild soul can tap into the magic that naturally infuses fey and magical beasts to cast spells that were not prepared ahead of time. You can sacrifice any prepared arcane spell (or, for a spontaneous caster, an arcane spell slot) to cast a particular spell of the same spell level or lower. Depending on whether you have chosen the seelie or unseelie path, you choose from different specific spells as specified on the table below. You gain access to these spontaneous spell options by level as shown on Table 3–11: The Wild Soul. Access to a spontaneous spell does not grant the ability to cast it if you do not have a prepared spell or spell slot of appropriately high level to lose in exchange.

**Table 3–11: The Wild Soul** **Hit Die: d4**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Seelie courtier, spontaneous spells (1st–3rd) | — |
| 2nd | +1 | +0 | +0 | +3 | Seelie bond (immune to sleep), summon seelie ally | +1 level of existing arcane spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | Spontaneous spells (4th) | +1 level of existing arcane spellcasting class |
| 4th | +2 | +1 | +1 | +4 | Seelie bond (+2 against enchantments), summon seelie ally | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | Spontaneous spells (5th) | +1 level of existing arcane spellcasting class |
| 6th | +3 | +2 | +2 | +5 | Seelie bond (speed +10 feet), summon seelie ally | +1 level of existing arcane spellcasting class |
| 7th | +3 | +2 | +2 | +5 | Spontaneous spells (6th) | +1 level of existing arcane spellcasting class |
| 8th | +4 | +2 | +2 | +6 | Seelie bond (+1 to illusion DCs), summon seelie ally | +1 level of existing arcane spellcasting class |
| 9th | +4 | +3 | +3 | +6 | Spontaneous spells (7th) | +1 level of existing arcane spellcasting class |
| 10th | +5 | +3 | +3 | +7 | Seelie bond (+1 to enchantment DCs), spontaneous spells (8th and 9th), summon seelie ally | +1 level of existing arcane spellcasting class |

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Diplomacy, Knowledge (arcana), Knowledge (nature), Knowledge (the planes), Spellcraft.

For example, a 5th-level wizard/4th-level wild soul who chose the seelie path could lose a prepared *ice storm* to cast *break enchantment* or a lower-level option (*invisibility sphere*, *Tasha's hideous laughter*, or *remove fear*). A 6th-level sorcerer/1st-level wild soul who chose the unseelie path can spontaneously cast *lesser confusion*, *detect thoughts*, or *poison*.

These spells are not considered to be part of your class spell list, so this feature doesn't grant you the ability to activate spell trigger or spell completion items using these spells.

### Spontaneous Spells Options

| Spell Level | Seelie | Unseelie |
|---|---|---|
| 1st | *remove fear* | *lesser confusion* |
| 2nd | *Tasha's hideous laughter* | *detect thoughts* |
| 3rd | *invisibility* | *sphere poison* |
| 4th | *break enchantment* | *bestow curse* |
| 5th | *baleful polymorph* | *endless slumber** |
| 6th | *true seeing* | *mass suggestion* |
| 7th | *prismatic spray* | *waves of exhaustion* |
| 8th | *sympathy* | *horrid wilting* |
| 9th | *time stop* | *wail of the banshee* |

**Seelie Bond (Su):** When you cast *summon seelie ally* or a *summon monster* spell to bring forth a creature from the *summon seelie* ally list, your connection to the seelie increases, granting you benefits. These benefits remain as long as one of the seelie or unseelie creatures you summoned is alive and the duration of the spell has not expired. The benefits described below are cumulative. Thus, a 10th-level wild soul would gain all of them upon summoning a seelie or unseelie ally.

At 2nd level, you gain immunity to magic and nonmagical sleep effects. This ability grants elves immunity to nonmagical sleep effects, to which they are normally vulnerable.

At 4th level, you gain a +2 bonus on saves against enchantment spells or effects. The bonus against enchantment effects is untyped and thus stacks with an elf's or half-elf's +2 racial bonus against enchantment spells and effects.

At 6th level, your base land speed increases by 10 feet.

At 8th level, add 1 to the Difficulty Class of saving throws against illusion spells you cast.

At 10th level, add 1 to the Difficulty Class of saving throws against enchantment spells you cast.

**Summon Seelie Ally (Sp):** Starting at 2nd level, a wild soul can summon a seelie ally three times per day. This ability functions like *summon monster* I except that you choose a creature from a list of options, as detailed on the table below, based on your wild soul level and path. You can use this ability to summon one creature from the highest-level list available to you, 1d3 creatures of the same kind from the next highest-level list, or 1d4 +1 creatures of the same kind from any lower-level list. Your caster level is equal to your character level.

In addition, whenever you cast a *summon monster* spell of 4th to 8th level, you can choose a creature from the appropriate list below in place of one of the normal options.

### Summon Seelie Ally

| | |
|---|---|
| **2nd (Summon Monster IV)** | |
| *Seelie:* | Blink dog |
| | Pegasus |
| | Senmurv *(Fiend Folio)* |
| | Unicorn |
| *Unseelie:* | Aranea |
| | Howler |
| | Redcap, young *(Monster Manual III)* |
| | Shadar-kai *(Fiend Folio)* |
| **4th (Summon Monster V)** | |
| *Seelie:* | Nixie |
| | Satyr (with pipes) |
| *Unseelie:* | Joy stealer *(Monster Manual IV)* |
| | Shadow mastiff |
| **6th (Summon Monster VI)** | |
| *Seelie:* | Pixie (can't cast *Otto's irresistible dance;* with sleep arrows, but not memory loss arrows) |
| | Shimmerling swarm *(Monster Manual III)* |
| *Unseelie:* | Displacer beast |
| | Winter wolf |
| **8th (Summon Monster VII)** | |
| *Seelie:* | Lillend |
| | Leskylor *(Book of Exalted Deeds)* |
| *Unseelie:* | Annis |
| | Will-o'-wisp |
| **10th (Summon Monster VIII)** | |
| *Seelie:* | Bearhound *(Monster Manual III)* |
| | Leskylor, three-headed *(Book of Exalted Deeds)* |
| *Unseelie:* | Redcap, elder *(Monster Manual III)* |
| | Rejkar *(Monster Manual III)* |

## PLAYING A WILD SOUL

You understand that magic is a primal part of the world, and you seek to embody it as thoroughly as those creatures that are innately mystical in their own right. Others might mistake you for a religious totemic, but clearly they misunderstand you. You don't worship fey, magical beasts, or the otherworldly courts as deities. You simply revere them for their magical nature, and for what they represent. You seek a fusion between the arcane and the mundane, and power over all creatures of magic.

### Combat

Your ability to summon fey and creatures of magic is your primary weapon. Consider using them to aid your companions in flanking maneuvers, or better yet to harass enemy spellcasters (many of whom are easy to hit). Few foes are prepared for an opponent who can call such potent beings to service, so you've also got the advantage of surprise. Don't ignore the fact that, as a spellcaster, you have plenty of other spells and techniques on which to draw, but consider conserving your nonsummoning spells until they're needed most. Your ability to spontaneously cast spells not otherwise available to you provides yet another means of surprising your foes. Like the fey themselves, you never hesitate to use deceit and trickery where necessary.

### Advancement

It's unclear how or why certain individuals become wild souls. You always had something of a wild streak, or at least thought of magic as a primal force that could be only partially tamed. No organization found and trained you. You might have discovered the art of the wild soul mentioned in ancient texts, or you might simply have developed this connection with the fey the first time you encountered one of them. Whatever the case, you came to see yourself as merely one part of the primal whole that is magic, and a part of your soul filled with a longing for the strange world of the fey. They, in turn, reacted more positively to you, recognizing in you a potential lacking in most mortals.

You adventure now, seeking ever-closer communion with the fey. You might certainly have other goals, but the understanding of "natural magic" remains one of your priorities.

When advancing as a wild soul, consider feats such as Augment Summoning to increase the power of your fey allies further still. Although you'll doubtless want to focus your skill points on traditional arcanist skills such as Spellcraft, consider spending a few points on Knowledge (nature) and Knowledge (the planes) the better to understand the fey and the environments in which they dwell.

### Resources

Wild souls are loners or at least have no greater community affiliation than the average adventurer. They must acquire any resources they wish to gain from organizations or communities on their own, through payment or trade as usual.

Interestingly enough, wild souls can, on occasion, request aid from local druids. Their interests in creatures of nature such as fey and magical beasts overlap, and the two classes sometimes cooperate to put down threats to an area of natural magic.

*Jerarra of the Hunted Steppes, a wild soul*

## WILD SOULS IN THE WORLD

"Wild *souls are similar to the fey they revere.* I *find that* I *can almost understand them, but every time* I *think* I've *got them figured, they prove me wrong.*"

—Vadania, a druid

Although the term "wild soul," and the class's affiliation with fey and magical beasts, might lead some to believe that they hail solely from savage or primitive regions, nothing could be further from the truth. Wild souls are like other arcanists; some might indeed come from regions beyond civilization, but others hail from the greatest of urban metropolises. All a region need have to produce its own wild souls is an arcane tradition and some population (even a small one) of fey or other naturally mystical creatures.

### Organization

Even though many wild souls belong to arcanist guilds, adventuring parties, and the like, no specific wild soul organization exists.

### NPC Reactions

Something about the touch of the fey on the wild soul makes normal people uncomfortable around them. Members of any magic-using class, from adepts to druids to wizards, react to the wild soul just as they would any other spellcasting stranger. Non-spellcasting individuals, however, are reluctant to spend much time around the wild soul unless they have to. Although they are not necessarily hostile, individuals who would normally be helpful are instead merely friendly, and those who would be friendly are indifferent.

Warlocks and eldritch initiates who gain their power from the courts of the fey feel a strong connection to wild souls if they share a patron, and great rivalry if they serve different courts. An allied warlock or initiate begins one step nearer helpful, while an opposed one begins one step nearer hostile.

## WILD SOUL LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research wild souls to learn more about them. When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Wild souls are spellcasters with links to the fey.

**DC 15:** They have some mystical connection to one of the two great fey courts, either the Seelie or the Unseelie, and their personalities match. They can cast spells they otherwise could not and gain several feylike abilities and resistances.

**DC 20:** At higher levels, wild souls can summon fey allies to them—often without casting a spell at all—though they must sacrifice a bit of spellcasting ability to reach this point.

**DC 30:** Characters who achieve this level of success can learn important details about a specific wild soul in your

campaign, including the areas where she operates, and the kinds of activities she undertakes.

Due to their lack of any central organization, finding a wild soul is no small feat. The best PCs might manage is to leave word of their search with arcanist and adventuring guilds in or near areas known to have fey populations and hope that a wild soul hears of their interest.

## WILD SOULS IN THE GAME

Wild souls can fit into any adventuring party, but they are particularly well suited to those that expect to do a great deal of wilderness exploration and dungeon delving. (Although fey and magical beasts exist in urban environments, they are somewhat less common in such places.) Because one level is not too severe a hit to spellcasting ability, the wild soul can serve as a group's primary arcanist, or even pass herself off as an arcane caster of some other sort.

This class should appeal most to players who enjoy conjurers but who seek a little more "bang for their buck" when it comes to the potency of their summoned minions. It is also a good choice for players who like to explore the sources and philosophies of their character's magic, seek an in-character excuse to wander both this world and others, and are interested in strange new monsters.

### Adaptation

The wild soul could be transformed into a divine class with relatively little effort. Perhaps the campaign world is one in which the Seelie and Unseelie Courts are worshiped as divine powers. The fey listed above are added to the Summon Nature's Ally list rather than the Summon Monster list. In this case, consider replacing Knowledge (arcana) with Knowledge (religion) in the entry requirements.

With a bit of work, the class might also be modified to summon creatures other than those listed above. The DM might create a bestial list for wild soul variants who summon aberrations or outsiders. Be extremely careful, however, since such creatures possess a lot of mystical abilities that can seriously distort game balance. Use the CRs of the fey and magical beasts above as a guideline, but do not assume that just because CR matches, a creature is necessarily a good choice.

### Sample Encounter

A wild soul could easily become either a monster hunter or the leader of a monster pack, depending on her court allegiance and how she chooses to focus her efforts. PCs might thus run into them as fellow adventurers, or as the very villains against whom they must struggle. Few wild souls stay too long in any one place, unless they have truly come to consider themselves a part of the local community (humanoid or otherwise), so the majority of encounters with them likely take place in the wild or on the road.

**EL 11:** Jerarra is a halfbreed, born of a mother from the tribes of the Hunted Steppes and a father of the city of Eslandar. She has never felt entirely at home in either wild or urban areas and remains constantly on the move. When she encounters the PCs, she is helping a local community hunt down a violent criminal by using her summoned beasts, but the party could easily misinterpret her efforts and believe her to be attacking an innocent.

**JERARRA OF THE HUNTED STEPPES** **CR 11**

Female half-elf wu jen 5/wild soul 6
CG Medium humanoid (elf)
**Init** +2; **Senses** Listen +2, Spot +5; low-light vision
**Languages** Common, Draconic, Elf, Sylvan

**AC** 16, touch 13, flat-footed 14;
(+2 Dex, +3 armor, +1 deflection, +1 natural)
**hp** 29 (11 HD)
**Immune** magical and nonmagical sleep
**Fort** +3, **Ref** +4, **Will** +11 (+15 against enchantments)

**Speed** 40 ft. (8 squares)
**Melee** mwk dagger +6 (1d4/19–20)
**Ranged** sling +7 (1d4)
**Base Atk** +5; **Grp** +5
**Special Actions** spontaneous spells (1 st—5th), Summon Elemental, *summon seelie ally*
**Wu Jen Spells Prepared (CL 10th):**
5th—*hold monster* (DC 18), *summon monster V*
4th—*snake dartsCA* (DC 17), *polymorph, summon monster IV*
3rd—*dispel magic, elemental eye*, steam breath*[CA] (DC 16), *summon monster III*
2nd—*kiss of the toad* (+5 melee touch, DC 15), *rope trick, silent summon monster II* (per spell secret), *warp wood* (DC 15), *wood shape* (DC 15)
1st—*animate wood*[CA], *elemental burst*[CA] (DC 14), *hail of stone, shield, summon monster I*
0—*detect magic, light, mending, resistance*

**Abilities** Str 10, Dex 14, Con 10, Int 17, Wis 13, Cha 10
**SQ** seelie bond, seelie courtier, taboos, watchful spirit
**Feats** Augment Summoning, Cloudy Conjuration*, Silent Spell[B], Spell Focus (conjuration), Summon Elemental*
**Skills** Bluff +0 (+6 with fey and magical beasts), Concentration +12, Diplomacy +6 (+12 with fey and magical beasts), Gather Information +2, Intimidate +0 (+6 with fey and magical beasts), Knowledge (arcana) +12, Knowledge (nature) +11, Knowledge (the planes) +14, Listen +2, Search +4, Spellcraft +14, Spot +5, Survival +1 (+3 on other planes and in aboveground natural environments)
**Possessions** masterwork dagger, sling, 20 bullets, *bracers of armor +3, amulet of natural armor +1, ring of protection +1, staff of charming* (25 charges)
**Spellbook** spells prepared plus 0—all; 1st—*charm person, scales of the lizard;* 4th—*command plants, fire shield*

**Taboos** Jerarra may not eat the meat of a predator or sit with her back to the west. If she does, she can cast no more spells that day.

**Hook** "Understanding comes only from the study of those who already understand."

Spells are the life and breath of arcane characters their armor and refuge, their tools and weapons. An arcanist's selection of spells defines the type of character he is, determining his place in the party, the adventure, and of course the field of battle.

This chapter presents over a hundred new spells designed to augment and expand the role of the arcane caster. Very few of these spells are usable by divine casters, although those select examples that do appear on divine lists are indicated where appropriate. In all cases, the spells follow the same rules and strictures set down in the *Player's Handbook*.

Also included are over twenty new invocations for the warlock class found in the *Complete Arcane* supplement. These invocations are governed by the rules in that book.

Many of the spells presented in this chapter function in unusual ways. Some, such as *towering thunderhead*, are most effective when used in combination with other spells or effects. Others have varying effects based on how long the caster chooses to spend casting them. Still others are long-duration spells that allow the subject to expend most or all the spell's remaining power in a single potent effect. Have fun exploring all the new ways that these spells interact with each other, with existing spells, and with the game environment as a whole.

## SPELL LISTS

The following section presents new spells for assassins, bards, sorcerers, wizards, and wu jen (with a select few also available to clerics, druids, paladins, and rangers). It also features new invocations for the warlock.

A superscript M or F appearing at the end of a spell's name in the spell list denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

## NEW ASSASSIN SPELLS

### 1st Level

**Bloodletting:** Your light weapon creates bleeding wound that deals an extra 1d6 damage per round.

**Catsfeet:** Reroll a Balance, Climb, Jump, or Move Silently check with +5 bonus.

**Critical Strike:** Ignore miss chance from concealment; deliver sneak attack against foe with concealment.

**Reaving Aura:** All creatures below 0 hit points within 10 feet of you take 1 point of damage.

**Vigilant Slumber:** Set specific conditions under which you immediately wake up.

### 2nd Level

**Animate Weapon:** A weapon animates and fights for you.
**Near Horizon:** Remove increment-based penalties on ranged attacks.
**Summon Weapon:** Create normal, nonmagical light weapon.

### 3rd Level

**Enduring Scrutiny:** Become aware when target performs designated action.
**Nightmare Terrain:** Create patch of illusory terrain that hinders foes and allows you to hide.
**Pall of Twilight:** Veil of shadow impedes sight and sound.
**Rusted Blade:** Touched weapon delivers filth fever.
**Toxic Tongue:** Generate small amount of poison that you can spit or place on a weapon.
**Vital Strike:** Your next attack deals sneak attack damage.

### 4th Level

**Deathsight:** Make death attack without spending rounds in observation.
**Mordenkainen's Trusted Bloodhound:** Create a ferocious hound that tracks and attacks foes.
**Unseen Strike:** *Invisibility* effect triggered to activate the instant you successfully attack someone.

## NEW BARD SPELLS

### 1st Level

**Catsfeet:** Reroll a Balance, Climb, Jump, or Move Silently check with +5 bonus.
**Combined Talent:** Allows one subject to use the skill ranks of a second subject in place of her own.
**Guided Path:** Find nearest establishment of designated type.
**Immediate Assistance:** Allow subject to reroll a skill check.
**Resinous Tar:** Sticky substance slows movement or renders object difficult to drop.
**Summon Component:** Create a noncostly spell component.
**Vigilant Slumber:** Set specific conditions under which you immediately wake up.

### 2nd Level

**Bothersome Babble:** Subject's speech becomes incoherent; second casting makes speech painful.
**Cacophonous Alarm:** First creature to trigger *alarm* affected by *sound burst* spell.
**Caterwaul:** Horrible wail renders creatures nauseated or sickened for 1 round.
**Deafening Blast:** Permanently deafen all targets in 20-foot-radius spread.
**Deceptive Facade:** Disguise appearance of another creature or object.
**Doublespeak:** Subjects' speech is masked from listeners.
**False Lie:** Subject seems to be lying, both to Sense Motive and divinations, even when she is not.
**Magic Savant:** Gain +4 bonus on Use Magic Device; take 10 on check if you have 10 ranks.
**Mask of the Ideal:** Gain +4 bonus on skill checks, checks to influence enchanted or conjured creatures.
**Painful Echoes:** Deal 1d4 sonic damage per round and sicken targets.
**Summon Weapon:** Create normal, nonmagical light weapon.
**Torrent of Tears:** Subject is temporarily blinded and emotionally distraught.

### 3rd Level

**Enduring Scrutiny:** Become aware when target performs designated action.
**Nightmare Terrain:** Create patch of illusory terrain that hinders foes and allows you to hide.
**Otto's Imperative Ambulation:** Subject must move at least 10 feet each round.

### 4th Level

**Battlecry:** Gain bonus on attack, save; bardic music effects extended.
**Interminable Echo:** Illusory sound applies –10 penalty on Listen checks, deals 2d6 damage each round.
**Lingering Chorus:** Magic voices maintain your bardic music.
**Melf's Slumber Arrows:** Your arrows cause the subject to fall asleep for 1 hour.
**Resounding Thunder:** Lasting sound deals 4d6 sonic damage per round, deafens creatures within area.

### 5th Level

**Channeled Sonic Blast:** Deal sonic damage in cone; area and damage increase based on casting time.
**Dimension Jumper:** Teleport yourself up to 30 feet once per round.
**Discordant Malediction:** Subject takes sonic damage each time she casts a spell with a verbal component.
**Endless Slumber:** Subject falls asleep and is not easily roused.
**Fever Dream:** Illusory vision fatigues or exhausts target, makes spellcasting difficult.

### 6th Level

**Resonating Agony:** Subject nauseated or sickened for 1 round/level.

## NEW CLERIC SPELLS

### 1st Level

**Reaving Aura:** All creatures below 0 hit points within 10 feet of you take 1 point of damage.

### 4th Level

**Seed of Undeath**[M]**:** Subject that dies before spell expires rises as a zombie under your command.

### 7th Level

**Necrotic Curse:** *Cure* spells in area deal damage, living beings don't heal with rest.
**Seed of Undeath, Greater**[M]**:** As *seed of undeath,* but affects an area.

## NEW DRUID SPELLS

### 1st Level

**Climbing Tree:** Temporarily grow a tall tree for use as a ladder.

### 2nd Level

**Blackrot:** Deal damage to plant creatures, or use wooden weapon to sicken foes.

**Heart of Air:** Gain +10 on Jump checks, +10 ft. to fly speed, *feather fall* once.

### 3rd Level

**Heart of Water:** Gain swim speed, ability to breathe water, +5 on Escape Artist checks, *freedom of movement* once.

**Prickling Torment:** Target is sickened, takes damage whenever it acts.

**Rusted Blade:** Touched weapon delivers filth fever.

**Unicorn Horn:** You grow a horn that functions as a natural weapon.

### 4th Level

**Heart of Earth:** Gain temporary hit points; +8 to resist bull rush, overrun, and trip; use *stoneskin* once.

### 5th Level

**Heart of Fire:** Gain +10ft to land speed, resistance to fire 10, use *fire shield* once.

**Unicorn Blood:** Gain immunity to poison, compulsion, charm effects; bestow temporary hp once.

### 6th Level

**Storm of Fire and Ice:** Storm provides concealment, slows movement, deals cold and fire damage.

### 7th Level

**Great Worm of the Earth:** Enormous wormlike maw attempts to swallow target.

**Unicorn Heart:** Gain speed 60ft, +4 on Str-, Dex-, and Con-based checks; use *dimension door* once.

### 8th Level

**Deadly Lahar:** Create a wave of molten volcanic rock that sticks to creatures.

### 9th Level

**Towering Thunderhead:** Clouds provide concealment, block ranged attacks, empower sonic or electricity spells.

## THE POLYMORPH SUBSCHOOL

A feature introduced in *Player's Handbook II* and further developed in this book is the polymorph subschool, which is defined and explained below.

A spell of the polymorph subschool changes the target's form from one shape to another. Unless stated otherwise in the spell's description, the target of a polymorph spell takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- The target retains its own hit points.
- The target is treated has having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the *sleep* spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target retains the ability to understand the languages it understands in its normal form. If the new form is normally capable of speech, the target retains the ability to speak these languages as well. It can write in the languages it understands, but only if the new form is capable of writing in some manner (even a primitive *manner,* such as drawing in the dirt with a paw).

In all other ways, the target's normal game statistics are effectively replaced by those of the new form. The target loses all of the special abilities it has in its normal form, including its class features (even if the new form would normally be able to use these class features).

If the new form's size is different from the target's normal size, its new space must share as much of the original form's space as possible, squeezing into the available space *(PH* 148) if necessary. If insufficient space exists for the new form, the spell fails.

Any gear worn or carried by the target melds into the new form and becomes nonfunctional. When the target reverts to its true form, any objects previously melded into the new form reappear in the same location *on* its body they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the target's feet.

The spellcaster can freely designate the new form's minor physical qualities (such as hair color and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under the spellcaster's control, but they must fall within the norms for the new form's kind. The target of a polymorph spell is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

If the target of a polymorph spell is slain or rendered unconscious, the spell ends. Any part of the body that is separated from the whole remains polymorphed until the effect ends.

Incorporeal or gaseous creatures are immune to polymorph spells, as are creatures of the plant type. A creature with the shapechanger subtype (such as a lycanthrope or doppelganger) can revert to its natural form as a standard action.

### SPELLS THAT HAVE COME BEFORE

For the purpose of adjudicating effects that apply to polymorph spells, any spell whose *effect* is based *on* either *alter self or polymorph* should be considered to have the polymorph subschool. However, note that the spells' existing rules text takes priority over that of the subschool. *Alter self,* for instance, does not change the target's ability scores (unlike normal for spells of the polymorph subschool).

## NEW HEXBLADE SPELLS

### 1st Level

**Bloodletting:** Your light weapon creates bleeding wound that deals an extra 1d6 damage per round.
**Catsfeet:** Reroll a Balance, Climb, Jump, or Move Silently check with +5 bonus.
**Death's Call:** Scream deals 1 point of damage/level (more to swarms), fatigues all within 10 feet.
**Karmic Aura:** Any creature damaging you becomes fatigued for 3 rounds.
**Reaving Aura:** All creatures below 0 hit points within 10 feet of you take 1 point of damage.

### 2nd Level

**Animate Weapon:** Weapon animates and fight for you.
**Arcane Turmoil:** Targeted *dispel magic* on one subject, and subject loses one spell.
**Bothersome Babble:** Subject's speech becomes incoherent; second casting makes speech painful.
**Karmic Backlash:** Any creature damaging you becomes exhausted for 2 rounds.

### 3rd Level

**Hood of the Cobra:** You appear serpentine to target, and can deliver illusory poison bites.
**Nightmare Terrain:** Create patch of illusory terrain that hinders foes and allows you to hide.
**Phantasmal Strangler:** Nightmare grapples and strangles one foe.

### 4th Level

**Finger of Agony:** Deals 3d6 damage per round and nauseates or sickens target.
**Horrid Sickness:** Subjects are nauseated or sickened.
**Karmic Retribution:** Any creature damaging you becomes stunned for 1 round.
**Unseen Strike:** *Invisibility* effect triggered to activate the instant you successfully attack someone.

## NEW PALADIN SPELL

### 3rd Level

**Enduring Scrutiny:** Become aware when target performs designated action.

## NEW RANGER SPELLS

### 1st Level

**Climbing Tree:** Temporarily grow a tall tree for use as a ladder.

### 2nd Level

**Near Horizon:** Remove increment-based penalties on ranged attacks.

## NEW SORCERER/WIZARD SPELLS

### 1st Level

Abjur **Karmic Aura:** Any creature damaging you becomes fatigued for 3 rounds.
Evoc **Dawnburst:** Illuminate all creatures in 10 foot radius; deal damage to light-sensitive creatures.
**Jet of Steam:** 30 foot line of steam deals 1d4 fire damage/level (max. 5d4).
Conj **Resinous Tar:** Sticky substance slows movement or renders object difficult to drop.
**Summon Component:** Create a noncostly spell component.
Div **True Casting:** +10 on your next spell penetration roll.
**Vigilant Slumber:** Set specific conditions under which you immediately wake up.
Necro **Death's Call:** Scream deals 1 point of damage/level (more to swarms), fatigues all within 10 feet.
**Reaving Aura:** All creatures below 0 hit points within 10 feet of you take 1 point of damage.

### 2nd Level

Abjur **Arcane Turmoil:** Targeted *dispel magic* on one subject, and subject loses one spell.
**Attentive Alarm:** As *alarm*, plus learn type and number of creatures that triggered alarm.
Conj **Incendiary Slime:** Create slippery substance like *grease*, but highly flammable.
Div **Allied Footsteps:** Subject knows direction and distance to your location.
Ench **Torrent of Tears:** Subject is temporarily blinded and emotionally distraught.
Evoc **Luminous Swarm:** Target takes 1d6 damage/round, has 20% miss chance on attacks.
Necro **Escalating Enfeeblement:** As *ray of enfeeblement*, but greater effect against already weakened target.
Trans **Boiling Blood:** Deal 2d6 fire damage per round; second casting sickens target.
**Crystalline Memories:** Read subject's surface thoughts, deal hit point and Int damage.
**Heart of Air:** Gain +10 on Jump checks, +10ft to fly speed, use *feather fall* once.

### 3rd Level

Abjur **Karmic Backlash:** Any creature damaging you becomes exhausted for 2 rounds.
**Repelling Shield:** Invisible disc gives +4 to AC, blocks *magic missiles*, pushes away attackers.
**Tenacious Dispelling:** As targeted *dispel magic*, but second consecutive casting is more potent.
Conj **Caustic Smoke:** Cloud deals 1d6 acid damage/round, blinds creatures.
Div **Enduring Scrutiny:** Become aware when target performs designated action.
**Spellcaster's Bane:** Gain +2 on dispel, counterspell checks; recognize cast spell and caster level.
Ench **Bothersome Babble:** Subject's speech becomes incoherent; second casting makes speech painful.

Evoc **Ghost Lantern:** Generate light that only you and companions can see.

Illus **Deceptive Facade:** Disguise appearance of another creature or object.

**Hood of the Cobra:** You appear serpentine to target, and can deliver illusory poison bites.

**Mask of the Ideal:** Gain +4 bonus on skill checks, checks to influence enchanted or conjured creatures.

**Pall of Twilight:** Veil of shadow impedes sight and sound.

**Phantasmal Strangler:** Nightmare grapples and strangles one foe.

Necro **Prickling Torment:** Target *is* sickened, takes damage whenever it acts.

Trans **Animate Weapon:** A weapon animates and fights for you.

**Heart of Water:** Gain swim speed, ability to breathe water, +5 on Escape Artist checks, *freedom of movement* once.

**Shape of the Hellspawned Stalker:** You take the form of a hell hound.

**Unicorn Horn:** You grow a horn that functions as a natural weapon.

### 4th Level

Abjur **Otiluke's Suppressing Field:** Spells of a designated school or subtype are suppressed.

Conj **Caustic Mire:** Acidic sludge slows progress, deals damage.

Ench **Melf's Slumber Arrows:** Your arrows cause the target to fall asleep for 1 hour.

**Vecna's Malevolent Whisper:** Reduces living creature with 10 hp or lower to –9 hp.

Evoc **Incendiary Surge:** Cone of fire deals 1d6/level damage, 1d8/level damage on consecutive casting.

Illus **Nightmare Terrain:** Create patch of illusory terrain that hinders foes and allows you to hide.

Necro **Finger of Agony:** Deals 3d6 damage per round and nauseates or sickens target.

**Horrid Sickness:** Subjects are nauseated or sickened.

**Seed of Undeath**[M]**:** Subject that dies before spell expires rises as a zombie under your command.

**Touch of Years:** Target loses 3 points of Str, Dex, and Con; second casting blinds and deafens.

Trans **Aspect of the Icy Hunter:** You take the form of a winter wolf.

**Heart of Earth:** Gain temporary hit points; +8 to resist bull rush, overrun, and trip; use *stoneskin* once.

**Rebirth of Iron:** Completely restores any metal item destroyed by rust, even if reduced to powder.

**Rusted Blade:** Touched weapon delivers filth fever.

### 5th Level

Conj **Dimension Jumper:** Teleport up to 30 feet 1/round.

**Fire and Brimstone:** Subject takes fire damage, might be sickened.

Evoc **Channeled Sonic Blast:** Deal sonic damage in cone; area and damage increase based on casting time.

**Coat of Arms:** Surround yourself with blades of force.

**Resounding Thunder:** Lasting sound deals 4d6 sonic damage per round, deafens creatures within area.

Illus **Fever Dream:** Illusory vision fatigues or exhausts target, makes spellcasting difficult.

**Retributive Image:** Created illusion deals damage to those who disbelieve it.

Necro **Channeled Lifetheft:** Fatigue, exhaust, and deal damage to target, depending on casting time.

**Cryptwarden's Grasp:** Bestow mummy rot with your touch.

**Touch of Vecna:** Deal negative energy damage and paralysis with your touch.

Trans **Flaying Tendrils:** You grow mind flayer tentacles, which you can use to attack your foes.

**Form of the Threefold Beast:** You take the form of a chimera.

**Heart of Fire:** Gain +10ft to land speed, resistance to fire 10, use *fire shield* once.

**Lightning Leap:** Transform into bolt of lightning, damaging foes and transporting yourself.

**Unicorn Blood:** Gain immunity to poison, compulsion, charm effects; bestow temporary hp once.

Univ **Arcane Fusion:** Cast two spells you know without expending additional slots. (*Sorcerer* only.)

### 6th Level

Abjur **Karmic Retribution:** Any creature damaging you becomes stunned for 1 round.

**Prismatic Aura:** Shield of colors offers concealment and damages your attackers.

Conj **Familiar Refuge:** Safely teleport self to familiar or familiar to self as a swift action.

**Mordenkainen's Trusted Bloodhound:** Create a ferocious hound that tracks and attacks foes.

**Steal Summoning:** Take control of another caster's summoned monster.

**Tactical Teleportation:** Teleport one creature/3 levels a short distance.

Ench **Endless Slumber:** Subject falls asleep and is not easily roused.

Evoc **Lingering Flames:** Eruption of fire deals 1d6 damage per caster level each round for 3 rounds.

**Storm of Fire and Ice:** Storm provides concealment, slows movement, deals cold and fire damage.

Trans **Smoky ConfinementF** Subject is imprisoned within a Tiny receptacle.

Univ **Rary's Arcane Conversion:** Instantly lose a prepared wizard spell and replace it with another spell from your spellbook. (*Wizard only.*)

### 7th Level

Abjur **Energy Absorption:** Target gains resistance 10 to energy; can turn one energy attack into healing.

Conj **Choking Cobwebs:** Cobwebs provide concealment, slow movement, sicken creatures.

Necro **Necrotic Curse:** *Cure* spells in area deal damage, living beings don't heal with rest.

**Retributive Enervation:** Any living creature that strikes you in melee gains a negative level.

**Seed of Undeath, Greater**[M]**:** As *seed of undeath*, but affects an area.

Trans **Adamantine Wings:** Wings grant fly 60ft, provide natural attacks.

**Unicorn Heart:** Gain speed 60, +4 on Str-, Dex-, and Con-based checks; use *dimension door* once.

### 8th Level

Abjur **Mysterious Redirection:** Attacks against you have 50% chance to strike adjacent target instead.

Conj **Deadly Lahar:** Create a wave of molten volcanic rock that sticks to creatures.

Evoc **Prismatic Bow:** Creates bow that allows seven attacks, each with a different prismatic effect.

Necro **Touch of the Graveborn:** Melee touch attack deals 10d6 damage or controls undead creature.

Trans **Dreaded Form of the Eye Tyrant:** You take the form of a beholder.

**Unyielding Form of Inevitable Death:** You take the form of a marut.

Univ **Arcane Fusion, Greater:** Cast two spells without expending additional slots. (*Sorcerer only.*)

### 9th Level

Conj **Dimension Jumper, Greater:** Teleport yourself up to 60 feet once per round.

**Genius Loci**[M]**:** Create a guardian spirit for a specific location.

**Towering Thunderhead:** Clouds provide concealment, block ranged attacks, empower sonic or electricity spells.

Evoc **Deadly Sunstroke:** Creatures take 1d6 fire damage/level and become fatigued.

**Lash of Force:** Whip of force strikes for 5d6 damage; can become a 15d6 line attack.

**Prismatic Deluge:** Call down a prismatic effect over a wide area.

## NEW WU JEN SPELL

### 1st Level

Water **Jet of Steam:** 30 foot line of steam deals 1d4 fire damage/level (max. 5d4).

Wood **Climbing Tree:** Temporarily grow a tall tree for use as a ladder.

### 2nd Level

Air **Heart of Air:** Gain +10 on Jump checks, +10ft to fly speed, use *feather fall* once.

Water **Torrent of Tears:** Subject is temporarily blinded and emotionally distraught.

Wood **Blackrot:** Deal damage to plant creatures, or use wooden weapon to sicken foes.

### 3rd Level

All **Elemental Eye:** See through a designated object.

Metal **Rebirth of Iron:** Completely restores any metal item destroyed by rust, even if reduced to powder.

Water **Heart of Water:** Gain swim speed, ability to breathe water, +5 on Escape Artist checks, *freedom of movement* once.

### 4th Level

Earth **Heart of Earth:** Gain temporary hit points; +8 to resist bull rush, overrun, and trip; use *stoneskin* once.

Metal **Rain of Spines:** Spines rain down on area, dealing 6d6 damage and pinning creatures to ground.

**Rusted Blade:** Touched weapon delivers filth fever.

**Storm of Needles:** A deluge of needles deals 1d4 damage/level (max. 15d4) in 30ft cone.

### 5th Level

Fire **Fire and Brimstone:** Subject takes fire damage, might be sickened.

**Heart of Fire:** Gain +10ft to land speed, resistance to fire 10, use *fire shield* once.

### 6th Level

Fire **Lingering Flames:** Eruption of fire deals 1d6 damage per caster level each round for 3 rounds.

**Storm of Fire and Ice:** Storm provides concealment, slows movement, deals cold and fire damage.

Water **Storm of Fire and Ice:** Storm provides concealment, slows movement, deals cold and fire damage.

### 7th Level

Earth **Great Worm of the Earth:** Enormous wormlike maw attempts to swallow target.

Metal **Adamantine Wings:** Wings grant fly 60ft, provide natural attacks.

**Energy Absorption:** Target gains resistance 10 to energy; can turn one energy attack into healing.

### 8th Level

Earth **Deadly Lahar:** Create a wave of molten volcanic rock that sticks to creatures.

Fire **Deadly Lahar:** Create a wave of molten volcanic rock that sticks to creatures.

**Mysterious Redirection:** Attacks against you have 50% chance to strike adjacent target instead.

### 9th Level

Fire **Deadly Sunstroke:** Creatures take 1d6 fire damage/level and become fatigued.

Wood **Arboreal Transformation:** Transform your foe into a tree, which temporarily animates and serves you.

**Transcend Mortality:** You are nigh-unkillable for a brief period, but die immediately afterward.

# SPELL DESCRIPTION

The spells herein are presented in alphabetical order (with the exception of those whose names begin with "greater," "lesser," or "mass"; see Order of Presentation, PH 181).

## ADAMANTINE WINGS

Transmutation
**Level:** Sorcerer/wizard 7, wu jen 7 (metal)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D) or until expended

*You feel an instant of searing pain from your back, which swiftly fades into a sensation of ultimate freedom. You sprout a pair of dull gleaming wings made of overlapping feathers of dark metal.*

You grow a pair of adamantine wings. The wings grant you a fly speed of 60 feet (or 40 feet if you wear medium or heavy armor or carry a medium or heavy load), with good maneuverability.

If you are not flying, you can use a standard action to make one wing attack or a full attack action to make two such attacks (as if they were natural weapons). Each wing deals 2d6 points of slashing damage (plus your Strength modifier), and threatens a critical hit on a 19–20. The wings are considered both magic and adamantine for the purpose of overcoming damage reduction or penetrating hardness. Wing strikes are not additional attacks; they replace any other attack or full attack action.

As a swift action, you can choose to launch the adamantine feathers as a burst of razor-sharp blades. This attack takes the form of a 60-foot cone-shaped burst. All creatures within the cone take 10d6 points of damage (Reflex half; spell *resistance* applies). Since this is a spell effect, damage reduction does not affect the damage dealt by the cone. This action immediately ends the spell's duration.

## ALLIED FOOTSTEPS

Divination
**Level:** Sorcerer/wizard 2
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Target:** Willing living creature touched
**Duration:** 1 day/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

*With a touch, you feel the bond between you and your companion grow stronger.*

The subject of the spell knows the direction and approximate (within 10%) distance he must travel to reach you, enabling him to find you under almost any circumstances. He might not know the best route, however, since the spell does not account for obstacles. The spell works at any distance and continues even if you die. If you travel to a different plane, or if either you or the target enters an *antimagic field* or similar area, the spell is temporarily suppressed.

## ANIMATE WEAPON

Transmutation
**Level:** Assassin 2, hexblade 2, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Weapon touched
**Duration:** Concentration + 1 round
**Saving Throw:** Will negates (object)
**Spell Resistance:** Yes

*Your weapon leaps from your hands, suddenly capable of fighting on its own.*

A weapon affected by this spell gains the ability to move and attack on its own and functions in most ways like an animated object of its size (MM 13). Treat a light weapon as an object two size categories smaller than its wielder, a one-handed weapon as one size category smaller than its wielder, and a two-handed weapon as an object of the same size as its wielder. However, the weapon deals its normal damage, not the damage noted for an animated object of its size, and *it gains* a bonus on attack rolls equal to the ability modifier used to set your spell save DCs. Diminutive or smaller objects are unaffected by the spell.

An *animated weapon* attacks the nearest enemy to the best of its ability. You can use a move action to direct it to a different target, but if at the end of your turn you are more than 30 feet from the weapon, the spell ends. A weapon held or carried by another creature can't be affected by this spell.

The weapon doesn't gain the benefit of any of your class features, feats, or other special abilities that would improve its combat ability. If the weapon has an enhancement bonus or other special properties, these apply as normal. For example, an animated *+1 flaming longsword* gains a +1 enhancement bonus on attack rolls and damage rolls and deals an extra 1d6 points of fire damage on a successful hit.

## ARBOREAL TRANSFORMATION

Transformation
**Level:** Wu jen 9 (wood)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** 1 day/level and permanent; see text
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Your subject's skin splits open, revealing wood and bark. Leaves sprout from his limbs even as he starts to grow.*

You transform the subject of the spell into a Huge oak tree. For a number of days equal to your caster level, that oak tree animates as a treant (though it can't animate trees) and serves as you command. You can either command it to follow you, or you can leave it somewhere with a triggering phrase as described in the *liveoak* spell (PH 248). When the spell's duration expires, the subject becomes in all respects a normal tree, taking root where it stands if capable.

A creature that succeeds on its saving throw is instead *slowed* (as the spell) as his body fights off the transformation from within. When the spell's duration expires, the subject returns to normal.

## ARCANE FUSION

Universal
**Level:** Sorcerer 5
**Components:** V, S; see text
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous

*You weave two spells together in your mind and release them in a single burst of magic.*

When you cast this spell, choose any 1st-level sorcerer spell you know and any 4th-level or lower sorcerer spell you know. Neither spell chosen can have a casting time longer than 1 standard action. Both spells take effect in the order you choose, as if you had cast them one after the other using only one standard action, but you don't expend any additional spell slots to cast those spells. Effectively, you cast two other spells using this spell's 5th-level spell slot. Each of the chosen spells has its normal effect, including range, target, area, duration, saving throw, and spell resistance as appropriate to the spell's level.

If either spell requires a material component, focus, XP cost, or other special cost, these must be used or paid as part of the casting of *arcane fusion*.

If applying a metamagic feat to a spell, use the adjusted spell level and casting time for purposes of determining eligibility for *arcane fusion*.

## ARCANE FUSION, GREATER

Universal
**Level:** Sorcerer 8

*You weave two powerful spells together in your mind and release them in a single intertwined display of magical prowess.*

This spell works like *arcane fusion*, except that you choose any 4th-level or lower sorcerer spell that you know and any 7th-level or lower sorcerer spell that you know to cast together.

## ARCANE TURMOIL

Abjuration
**Level:** Hexblade 2, sorcerer/wizard 2
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** None or Will partial; see text
**Spell Resistance:** Yes

*As you make the final spell gesture, the look in your rival's eyes gives evidence enough of the chaos rampaging through his mind.*

You affect the subject of the spell as if by the targeted variant *of dispel magic*.

Additionally, if the subject is a spellcaster who fails a Will save, she loses one randomly determined prepared spell or spell slot from her highest level of available spells remaining. This spell or spell slot is lost as if it had been cast or used for the day.

*Material Component:* A broken eggshell.

## ASPECT OF THE ICY HUNTER

Transmutation (Polymorph)
**Level:** Sorcerer/wizard 4
**Components:** V, S **Casting Time:** 1 swift action **Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)

*Thick ivory fur grows from your skin and your back hunches over until you stand on four paws. Cold, blue eyes stare out of your now-canine face.*

You take the form of a winter wolf (MM 256). You gain 20 temporary hit points, which disappear at the end of the spell's duration. See the Polymorph Subschool sidebar on page 91 for more details.

## ATTENTIVE ALARM

Abjuration
**Level:** Sorcerer/wizard 2

*Your mind seems to expand as a mystical sixth sense begins observing the target area.*

This spell functions like *alarm*, except that you immediately know the type and number of creatures that triggered the spell. This effect applies only to creatures that cross the boundary during the round in which the spell is triggered; creatures that come afterward are not automatically detected.

## BATTLECRY

Evocation [Mind-Affecting, Sonic]
**Level:** Bard 4
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** 60 ft.
**Targets:** You and all allies within 60 ft.
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

*Your bold shout bolsters the resolve of your allies.*

When you cast *battlecry*, you and your allies gain a burst of confidence and combat prowess. The next single attack made by any affected creature gains a +5 morale bonus on the damage roll, provided the attack is made before the end of your next turn. This bonus applies only to a single attack.

In addition, any ally who is currently under a charm, compulsion, or fear effect can attempt a new save against that effect with a +2 morale bonus.

*Battlecry* also extends by 3 rounds the duration of inspire courage, inspire greatness, or inspire heroics bardic music effects currently affecting any ally. If an ally is under the effect of more than one of these, all durations are extended.

## BLACKROT

Necromancy
**Level:** Druid 2, wu jen 2 (wood)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** One plant creature or one wooden weapon touched
**Duration:** 1 round/level
**Saving Throw:** Fortitude partial or Fortitude negates
**Spell Resistance:** Yes

*The plant-matter creaks and writhes beneath your hand as you generate a malignant rot at its center.*

This spell allows you to deliver a single touch that either damages a plant creature over a number of rounds or renders a wooden weapon poisonous.

When used as a touch attack against a plant creature, the spell deals 1d8 points of damage per round. A successful Fortitude save reduces the duration to 1 round.

Alternatively, you can touch a weapon with a wooden striking surface (such as a club or quarterstaff). Any creature damaged by the weapon is sickened for 1 round unless it succeeds on a Fortitude save. Treat this as a poison effect for creatures immune or resistant to such effects.

## BLOODLETTING

Necromancy
**Level:** Assassin 1, hexblade 1
**Components:** S
**Casting Time:** 1 swift action
**Range:** Touch
**Target:** One light weapon you hold
**Duration:** See text
**Saving Throw:** None
**Spell Resistance:** Yes; see text

*With a simple flourish you turn a small weapon into a deadly implement.*

You imbue a light weapon you hold in your hand with the power to wound grievously. The next time that weapon deals damage to a living creature, the wound continues to bleed, dealing an extra 1d6 points of damage each round for the remainder of the spell's duration. A successful DC 15 Heal check or at least 1 point of magical healing stops this additional damage.

A creature that is struck by the weapon but takes no damage from the initial attack (such as because of damage reduction) doesn't trigger the spell's effect.

Check to overcome a target's spell resistance when you first strike the creature. If the check fails, the spell has no effect and is discharged, but the weapon still deals damage normally.

The spell lasts for 3 rounds. If you don't deal damage to a living creature during the 3 rounds after casting the spell, it ends with no effect. The bleeding effect begins in the round when the creature is struck by the ensorcelled weapon and lasts until the spell ends (if struck on the first round after casting, the subject bleeds for 3 rounds; if struck in the second round after casting, the subject bleeds for 2 rounds, and so on). The spell ends immediately if the weapon leaves your hand.

## BOILING BLOOD

Transmutation [Fire]
**Level:** Sorcerer/wizard 2
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One living creature
**Duration:** 1 round + 1 round/3 levels
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Your target's skin begins to redden as his blood starts to boil within his veins.*

The subject of the spell suffers as his blood heats up, taking 2d6 points of fire damage. For every three caster levels, the spell lasts an additional round (up to a maximum of 7 rounds at 18th level), dealing another 2d6 points of damage each round. A successful Fortitude save reduces the duration of the spell to 1 round.

If you cast *boiling blood* on the same subject before the first casting has expired, the second spell has a different effect. In any round in which the subject takes damage from the spell, he is also sickened. This extra effect lasts for as long as the duration of both spells continues, after which only the normal effect occurs for the rest of the duration of the latter spell.

Creatures immune to extra damage from critical hits are immune to this spell, as are creatures that lack blood or similar internal fluids.

## BOTHERSOME BABBLE

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Bard 2, hexblade 2, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 3 rounds
**Saving Throw:** Will negates
**Spell Resistance:** Yes

A *sudden confused look appears on your target's face as the words coining from his mouth become nonsense.*

*This druid's blackrot spell eats away at a plant creature*

The subject can't make himself understood through verbal communication. No matter how hard he tries, he can't speak a language, but only utters nonsense sounds. His ability to write is unimpeded. To cast a spell with a verbal component, the subject must succeed on a Concentration check; the DC equals this spell's save DC + level of the spell to be cast.

If you cast *bothersome babble* on a creature currently affected by a previous casting of the spell, the second spell has a different effect. As long as both spells' durations last, the subject's speech is physically painful to it. In any round in which the creature speaks, it takes 1d8 points of damage. Treat this as continuous damage for the purpose of making Concentration checks to cast spells. When the first duration ends, this secondary effect is replaced by the normal effect of the spell.

## CACOPHONOUS ALARM

Abjuration
**Level:** Bard 2

*Your magic causes the surrounding region to vibrate briefly with a deep rumble.*

This spell functions like *alarm*, although you can only set it to produce an audible result, not a mental one.

Furthermore, an effect equivalent to a *sound burst* spell affects the first creature to violate the warded area (only this creature is affected, not a 10-foot-radius spread).

## CATERWAUL

Enchantment (Compulsion) [Mind-Affecting, Sonic]
**Level:** Bard 2
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 30 ft.
**Area:** Cone-shaped burst
**Duration:** 1 round
**Saving Throw:** Will partial
**Spell Resistance:** Yes

*You loose an earsplitting shriek that induces revulsion.*

You draw upon your primal emotions to emit a stomach-churning wail. Creatures in the area become nauseated for 1 round; those that make successful Will saves become sickened for 1 round instead.

## CATSFEET

Transmutation
**Level:** Assassin 1, bard 1, hexblade 1
**Components:** V
**Casting Time:** 1 immediate action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous

*As you complete this spell, you feel as lithe and quick as a cat.*

When you cast this spell, you can immediately reroll a Balance, Climb, Jump, or Move Silently check that you have just rolled. This second roll gains a +5 insight bonus. You must abide by the second result, even if it is worse than the first.

## CAUSTIC MIRE

Conjuration (Acid)
**Level:** Sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 20-ft.-radius spread
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

*A foul sludge seeps out of the ground, coating the area before you.*

You cover the ground in an acidic slime, roughly the consistency of thick mud. The sludge is sticky; entering any square affected by *caustic mire* costs 2 squares of movement. In addition, each square entered deals 1d6 points of acid damage to the creature moving. A creature who stands in the area without moving from its space takes 1d6 points of damage per round at the end of its turn.

The fumes rising out *of caustic mire* are flammable. Any effect that deals fire damage within an area of *caustic mire* deals an extra 1 point of damage per die (minimum +1 damage).

## CAUSTIC SMOKE

Conjuration (Acid)
**Level:** Sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Acidic fog spreads in a 20-ft. radius, 20 ft. high
**Duration:** 5 rounds
**Saving Throw:** Fortitude partial
**Spell Resistance:** No

*Green-tinged smoke billows from the earth, obscuring sight and burning all it touches.*

You create a bank of smoke, similar in effect to *a fog cloud*. In addition to obscuring sight, the cloud deals 1d6 points of acid damage per round to all creatures within. Furthermore, its acrid fumes burn the eyes, imposing a –5 penalty on all attack rolls and Search and Spot checks unless a creature succeeds on a Fortitude save (repeated each round the creature is within the cloud). These penalties last as long as the subject remains within the cloud, plus an additional 2 rounds thereafter.

If a creature within the cloud takes acid damage from any other effect, it must succeed on a Fortitude save (using this spell's save DC) or be blinded for 1 round.

## CHANNELED LIFETHEFT

Necromancy
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** See text
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

*You channel negative energy into the dark mote in your hand, causing it to leap and dart about in your grasp. When you have poured enough energy into the spell, you release the mote to drain the life of your enemy.*

This spell uses negative energy to drain the vitality from a single foe. The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast *channeled lifetheft* as a swift action, it renders a single target fatigued, and you gain 5 temporary hit points.

If you cast the spell as a standard action, it renders the target fatigued and deals 5d4 points of damage, and you gain temporary hit points equal to 5 + the damage dealt.

If you cast *channeled lifetheft* as a full-round action, it renders the target exhausted and deals 5d4 points of damage, and you gain temporary hit points equal to 10 + the damage dealt.

If you spend 2 full rounds casting this spell, it renders the target exhausted and deals 5d8 points of damage, and you gain temporary hit points equal to 10 + the damage dealt.

Temporary hit points granted by this spell last for up to 1 hour.

When you begin casting this spell, you decide when you are finished casting it after the appropriate time has passed. You do not need to declare ahead of time how long you want to spend casting the spell.

## CHANNELED SOUND BLAST

Evocation (Sonic)
**Level:** Bard 5, sorcerer/wizard 5
**Components:** V, S
**Casting Time:** See text
**Range:** See text
**Area:** See text
**Duration:** Instantaneous
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

*You channel energy into the shimmering waves of sound spell, causing them to tremble and quake with power.* When *you have poured enough energy into the spell, you send a thunderous blast into your foes.*

This spell creates a cone of sonic energy that blasts your enemies. The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast *channeled sound burst* as a swift action, it deals 1d4 points of sonic damage per two levels in a 15-foot cone.

If you cast the spell as a standard action, it deals 1d6 points of sonic damage per level in a 30-foot cone.

If you cast *channeled sound burst* as a full-round action, it deals 1d8 points of sonic damage per level in a 30-foot cone.

If you spend 2 full rounds casting this spell, it deals 1d10 points of sonic damage per level in a 60-foot-radius spread and permanently deafens all creatures in the area, except the caster, that fail Fortitude saves.

Regardless of how long you spend casting this spell, it can't deal more than 10 dice of damage. When you begin casting this spell, you decide when you are finished casting it after the appropriate time has passed. You do not need to declare ahead of time how long you want to spend casting the spell.

## CHOKING COBWEBS

Conjuration (Creation)
**Level:** Sorcerer/wizard 7 **Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** Dusty webs in a 10-ft.-radius spread
**Duration:** 1 minute/level (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** No

*You fill an area with thin, dust-laden choking strands.*

This spell covers an area in layers of clinging filaments that resemble old, dusty cobwebs. Unlike a *web* spell, the strands of a *choking cobwebs* spell need not be anchored to two or more solid and diametrically opposed points, though they can be. Unsupported cobwebs flutter in the air as through held up by a rising current.

The cobwebs block sight beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment.

Entering a square of cobwebs costs 2 squares of movement. A living creature that enters *choking cobwebs* falls into a fit of horrific coughing, making it sickened for as long as it remains in the area and for 1 round after it leaves. A successful Fortitude save negates the sickened effect, but the save must be repeated each round the creature enters or remains within the area.

If two or more *choking cobwebs* spells overlap the same area, the overlapping area of the two spells becomes a nearly impenetrable barrier of stands. In addition to the effects described above, any creature within the overlapping area has cover against adjacent creatures, and total cover against creatures more than 5 feet away. Entering a square of overlapping cobwebs costs 4 squares of movement, and a living creature within this area is nauseated rather than sickened (Fortitude negates) and also takes 1d4 points of Constitution damage in each round that it is nauseated.

## CLIMBING TREE

Conjuration (Creation)
**Level:** Druid 1, ranger 1, wu jen 1 (wood)
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** 0 ft.
**Effect:** A thin but sturdy tree
**Duration:** 1 minute/level (D)
**Saving Throw:** None
**Spell Resistance:** No

*At your call, a tree snakes up from the earth, in seconds growing as tall as trees that have lived for years.*

You cause a 1-foot-diameter tree to grow in the center of any adjacent square. The tree can grow as high as 10 feet per caster level (to a maximum of 50 feet). The branches are evenly spaced and perfect for climbing; ascending the tree requires a successful DC 5 Climb check.

The tree can grow only in soft terrain, such as dirt, soil, or sand. The tree has hardness 5 and 120 hit points; if cut down, it vanishes instantly. It can't be animated by any means, such as with *animate plants*, nor can it serve as the basis for any plant-related spell such as *tree stride*. Treat the tree as a slender pillar (DMG 64) for terrain purposes.

## COAT OF ARMS

Evocation [Force]
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 0 ft.
**Effect:** A ring of blades swirling around you
**Duration:** 1 minute/level (D) or until expended
**Saving Throw:** None
**Spell Resistance:** No or Yes; see text

*A ring of flashing blades, composed entirely of glowing blue force, spins around you in a whirling dance of death.*

You surround yourself with a ring of spinning force blades. This spell creates one blade per three caster levels, up to a maximum of six blades at 18th level. You gain a shield bonus to AC equal to the number of blades that circle you. This bonus applies against incorporeal touch attacks, since it is a force effect.

Every round, as a move action, you can direct one of the blades to break off and strike any target within 30 feet. The blade strikes unerringly, requiring no attack roll, and deals 2d6 points of damage (even to incorporeal creatures) before disappearing. Spell resistance applies against this effect. Launching a blade in this fashion reduces your shield bonus accordingly.

Any creature that grapples you is automatically struck by all the blades that still encircle you, which deal damage as normal but then disappear as though you had voluntarily launched them.

## COMBINED TALENT

Divination
**Level:** Bard 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 level)
**Targets:** Two willing creatures no more than 30 ft. apart
**Duration:** 10 minutes (D) or until expended
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

*For an instant, both your companions' eyes go wide as they sense the mental link that now exists between them.*

You allow one of the subjects to make use of the skill ranks of the other subject, in place of her own, up to a value equal to your caster level (maximum 10 ranks). You must decide which skill is affected when you cast the spell, and the spell lasts for long enough to attempt a single use of that skill, up to a maximum of 10 minutes. The beneficiary of the spell uses the other subject's skill ranks in place of her own but applies her own ability, racial, and other modifiers. The second subject does not lose access to his skill ranks while under the effect of this spell.

## CRITICAL STRIKE

Divination
**Level:** Assassin 1
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** One attack

*As you complete this spell, you sense the blood rushing through your target's veins.*

This spell guides your next attack to your foe's vital spots. Your next single attack roll (if it is made before the end of the next round) ignores any miss chance due to concealment. (In the case of a foe that has total concealment, you must still attack the correct square.) This even allows you to deliver a sneak attack against a foe that has concealment.

## CRYPTWARDEN'S GRASP

Necromancy [Evil]
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Living creature touched
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

*Your hand shrivels like the limb of a corpse as dark energy flows through your veins.*

You bestow on your target a horrible disease effectively identical to mummy rot. The incubation period is instantaneous, and the initial save for the spell is calculated normally; all subsequent daily saves to avoid damage are DC 20. Mummy rot deals 1d6 points of Constitution damage and 1d6 points of Charisma damage immediately, and a similar amount per day thereafter; a victim reduced to 0 Constitution shrivels away into sand and dust.

Furthermore, any character attempting to cast any healing spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect.

Unlike normal diseases, mummy rot can't be overcome through natural methods or successful saves. To eliminate mummy rot, the curse must first be broken with *break enchantment, remove curse,* or a similar effect (requiring a DC 20 caster level check). If this is done, a caster level check is no longer necessary to cast healing spells on the victim, and mummy rot can be magically cured like any disease.

## CRYSTALLINE MEMORIES

Transmutation (Mind-Affecting)
**Level:** Sorcerer/wizard 2
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** 60 ft.
**Target:** One living creature with Intelligence 3 or higher
**Duration:** See text

*Crystalline memories can be a real headache*

**Saving Throw:** Will negates
**Spell Resistance:** Yes

*With a hideous cracking noise, a shard of crystal bursts through your subject's skull, flying into your waiting hand.*

After casting this spell, you must study the target for 3 consecutive rounds, concentrating each round on the effect. This is treated as concentrating on a spell (PH 176), and if you are interrupted, the spell is lost. Once the study is complete, the target's current surface thoughts (as *detect thoughts*) congeal into a solid shard of crystal. This crystal then erupts from the target's head (dealing 2d8 points of damage and 2 points of Intelligence damage) and flies to your hand.

Once you have the crystal, you (and only you) can use a full-round action to look into it and view the memories it contains. The crystal remains for 24 hours or until the memories have been viewed once.

## DAWN BURST

Evocation [Light]
**Level:** Sorcerer/wizard 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** 10-ft.-radius burst
**Duration:** 1 round/level (D)
**Saving Throw:** Reflex partial
**Spell Resistance:** Yes

*A globe of brilliant radiance erupts silently, as though the light of dawn had arisen.*

All creatures in the area glow with light equivalent to a torch for the duration of the spell, making hiding difficult and even revealing the location of invisible creatures. (Invisible creatures are still considered to have concealment.)

In addition, undead and creatures within the area that have light sensitivity or light blindness take 1d6 points of damage, +1 point of damage per caster level (maximum +5). A successful Reflex save halves this damage.

## DEADLY LAHAR

Conjuration [Earth, Fire]
**Level:** Druid 8, sorcerer/wizard 8, wu jen 8 (earth and fire)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 60 ft.
**Area:** Cone-shaped spread
**Duration:** Instantaneous
**Saving Throw:** Reflex partial
**Spell Resistance:** No

*A rushing torrent of liquid rock bursts from the ground, washing over your foes.*

You create a liquid landslide of molten-hot volcanic material. All creatures in the area of the spell take 10d6 points of fire damage. Additionally, those creatures are coated in a thick layer of the viscous substance, slowing them (as the *slow* spell) for the next 3 rounds and dealing an additional 5d6 points of fire damage per round. A successful Reflex save reduces the initial damage by half and prevents the *slow* effect and the additional damage.

## DEADLY SUNSTROKE

Evocation [Fire]
**Level:** Sorcerer/wizard 9, wu jen 9 (fire)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Long (400 ft. + 40 ft./level)
**Targets:** One creature/level, no two of which are more than 60 ft. apart
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Beams of desiccating heat lance into your foes, scorching their flesh and draining their vitality.*

This spell creates waves of overwhelming heat that deal 1d6 points of fire damage per caster level, maximum 25d6. Undead and plants take +50% damage. Any living creature damaged by this spell becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue.

If you cast this spell in any locale where the temperature exceeds 90 degrees Fahrenheit, the spell instead deals 1d8 points of fire damage per caster level (maximum 25d8) and makes living creatures exhausted. A successful Fortitude save halves the damage and negates the exhaustion.

## DEAFENING BLAST

Evocation [Sonic]
**Level:** Bard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 20-ft.-radius spread
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*A deafening blast of sound, louder than thunder and more piercing that the shrieks of the damned, erupts where you point.*

All creatures in the area are permanently deafened. A successful Fortitude save reduces the duration of the deafness to 1 round.

If a subject is already under the effect of *painful echoes* (page 112) when attacked by *deafening blast*, the two spells interact to create a greater effect. In addition to being deafened on a failed save, the subject is stunned for 1 round.

## DEATH'S CALL

Necromancy [Sonic]
**Level:** Hexblade 1, sorcerer/wizard 1
**Components:** V
**Casting Time:** 1 standard action
**Range:** 10 ft.
**Area:** 10-ft.-radius burst, centered on you
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*You release a scream that chills the air with deathly energy.*

All living creatures within the area (other than you) take 1 point of damage per caster level (maximum 5) and become fatigued. A successful Fortitude save negates the fatigue.

Any swarm in the area of *death's call* instead takes 1d4 points of damage per caster level (maximum 5d4) and becomes fatigued (Fortitude save negates fatigue). This supersedes the normal +50% damage dealt to a swarm by an area spell.

## DEATHSIGHT

Divination
**Level:** Assassin 4
**Components:** S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** One attack

*The vital spots on your foe seem to call out to you, guiding your weapon of their own accord.*

You gain temporary, intuitive insight into the actions and physiology of your foes. Your next attack (if it is made before the end of your next turn) is considered a death attack, without the need for the standard 3 rounds of observation. All other rules for a death attack, such as determining success and damage dealt, apply as normal.

If you don't have the ability to deliver a death attack, this spell has no effect.

## DECEPTIVE FACADE

Illusion (Glamer)
**Level:** Bard 2, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Targets:** Creature or object (up to 1 cu. ft./level) touched
**Duration:** 10 minutes/level (D)
**Saving Throw:** Will negates (harmless, object) or Will disbelief (if interacted with, everyone else)
**Spell Resistance:** Yes (harmless)

*After an instant to lock the appropriate image in your mind, your touch brings it to life, spreading a new image across the canvas of reality.*

*Deceptive facade* allows you to alter the appearance of another being or object. When cast on another creature, it functions as *disguise self*, except that it can affect a target other than yourself.

When cast on an inanimate object or a structure, the spell allows you to alter the object's visible characteristics. You might change its color, make it appear to be made of a different material or substance, increase or decrease its apparent size by up to 10 percent, or modify other cosmetic details. *Deceptive facade* does not alter any other sensory properties of the target.

A creature that interacts with the glamer can make a Will save to recognize the illusion, just as with *disguise self*.

## DIMENSION JUMPER

Conjuration (Teleportation)
**Level:** Bard 5, sorcerer/wizard 5
**Components:** V
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You and objects touched
**Duration:** 1 round/level

*You whisk yourself from place to place with a word.*

For the duration of this spell, you gain the ability to teleport yourself up to 30 feet once per round as a move action. You can bring along held or carried objects, as long as their weight doesn't exceed your maximum load. You can't transport other creatures except for a familiar.

You must be able to see your destination; if you attempt to teleport into a solid object, the action is wasted but the spell remains in effect. If you don't end your teleport on a solid surface, you fall immediately.

## DIMENSION JUMPER, GREATER

Conjuration (Teleportation)
**Level:** Sorcerer/Wizard 9

*You whisk yourself from place to place with but a thought.*

This spell functions like *dimension jumper*, except that you teleport as a swift action rather than as a move action, and the range of your teleport extends to 60 feet.

## DISCORDANT MALEDICTION

Transmutation [Sonic]
**Level:** Bard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 creature
**Duration:** 24 hours
**Saving Throw:** Will negates
**Spell Resistance:** Yes

*Your target's voice rends the air around her, shredding her from within.*

Each time the subject casts a spell with a verbal component, she deals 2d6 points of sonic damage to all creatures within 10 feet of her (including herself). She must then succeed on a Concentration check (DC 15 + damage dealt + spell level) to avoid losing the spell.

## DOUBLESPEAK

Illusion (Glamer)
**Level:** Bard 2
**Components:** S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Targets:** You plus one creature touched/4 levels
**Duration:** 1 minute/level (D)
**Saving Throw:** Will negates (harmless, target) or Will disbelief (if interacted with, everyone else)
**Spell Resistance:** Yes (harmless)

*You understand your companions clearly enough, but judging by the expressions of those around you, nobody else knows what is actually being said.*

The subjects of the spell can speak about anything they like, but to everyone else, they sound like they are holding a mundane conversation about the weather, the taste of the food, local politics, and similarly banal topics. The illusion also modifies facial expressions and mouth movements to match the illusory words spoken. Anyone who spends at least 1 full round studying the conversation is allowed a Will save to disbelieve the illusion.

Subjects of the spell know the gist of what the illusory voices talked about during the duration—that *is*, they know the topics covered—but not the precise phrases or details.

*Material Component:* The tongue of a snake.

## DREADED FORM OF THE EYE TYRANT

Transmutation (Polymorph)
**Level:** Sorcerer/wizard 8
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal

**Target:** You
**Duration:** 1 round/level (D)

*Your body withers away to dust, leaving only a floating head, which quickly grows oversized and misshapen. Your eyes fuse together as a single orb in your forehead, and ten writhing eyestalks sprout from your skull.*

You take the form of a beholder (MM 26). You gain 30 temporary hit points, which disappear at the end of the spell's duration. You can use only one eye ray each round, and each of your ten eye rays can be used only once during the spell's duration. For example, once you use your *disintegrate* eye ray, you can't use that eye ray again during this casting of the spell. See the Polymorph Subschool sidebar on page 91 for more details.

## ELEMENTAL EYE

Divination
**Level:** Wu jen 3
**Components:** V, S, F
**Casting Time:** 1 full round
**Range:** Long (400 ft. + 40 ft./level)
**Target:** One object weighing up to 1 pound (see Focus, below)
**Duration:** See text (D)
**Saving Throw:** None
**Spell Resistance:** No

*You close your eyes, and instantly the area around the chosen object comes into focus.*

You enspell a small object to serve as a magic sensor, much like that created by *clairaudience/clairvoyance*. Once you have touched the object and cast the spell, you have up to 1 hour/level to activate the magic, thus enabling you to plant the object in a location and then move to a different spot to spy on that location. Once you have activated the magic—that is, once you begin actually using the magic sensor to see—the spell lasts for 1 minute/level, or until you choose to end it. This spell otherwise functions as *clairvoyance*. If the object is moved, your sight moves with it, but the spell ends if the stone passes out of range.

*Focus:* Depending on your chosen element, you must use one of the following as a focus: a stone (earth), a lump of charcoal (fire), a piece of metal (metal), a puddle of water (water), or a chunk of wood (wood). In each case, the object must weigh between 1/2 and 1 pound. The focus is also the target of the spell.

## ENDLESS SLUMBER

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Bard 5, sorcerer/wizard 6
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** Permanent
**Saving Throw:** Will negates
**Spell Resistance:** Yes

*As you utter the final syllable, your foe's eyes roll up in her head. She falls, snoring softly even as she hits the ground.*

You put a single subject into a magically induced slumber that lasts indefinitely. Normal stimuli, such as shouting or prodding, are insufficient to wake the subject, but any damage dealt to the subject causes her to rouse immediately. The subject can attempt a new save every 24 hours to awaken early. The subject does not need to eat or drink during this time.

*Material Component:* A pinch of black sand.

## ENDURING SCRUTINY

Divination
**Level:** Assassin 3, bard 3, paladin 3, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 1 day/level
**Saving Throw:** None
**Spell Resistance:** Yes

*You sense a sudden, empathic connection with the subject, as though you were constantly a mere step or two behind.*

You designate a particular action when casting this spell. If the subject engages in or commits that particular action during the spell's duration, you are instantly alerted of that fact, regardless of the distance between you and the subject (and even if the subject is on another plane). For instance, you could command the spell to alert you if the subject casts a spell or kills someone. You do not necessarily know the precise details of when or how the subject committed the designated action; you only know, instantly, that he did so.

## ENERGY ABSORPTION

Abjuration
**Level:** Sorcerer/wizard 7, wu jen 7
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level or until expended
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

*Your skin warms, and your chest fills with a rush of cool air. The sensation fades as you touch your subject, transferring a spark of all the energies of magic.*

The subject gains resistance 10 against all five energy types: acid, cold, electricity, fire, and sonic.

As an immediate action, the subject can cause the spell to absorb the power of a single energy-based attack. The subject gains immunity to any energy types used in that attack (but only for that attack), and also heals a number of points of damage equal to 1/2 the damage the effect would normally have caused. For instance, if a red dragon breathes fire on the subject for 87 points of damage, he could decide as an immediate action to absorb the effect, thus healing 43 points of damage instead of taking any damage. Hit points in excess of the subject's normal maximum are lost. Taking advantage of this function ends the duration of the spell.

## ESCALATING ENFEEBLEMENT

Necromancy
**Level:** Sorcerer/wizard 2

This spell functions like *ray of enfeeblement*, except that if you cast it on a target that is already fatigued or exhausted, or one currently affected by a penalty, damage, or drain to its Strength, Dexterity, or Constitution score, it instead applies a penalty to Strength equal to

1d10 +1 per two caster levels (maximum 1d10+5). This penalty doesn't stack with the penalty from *ray of enfeeblement*.

## FALSE LIE

Illusion (Glamer)
**Level:** Bard 2
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 1 hour/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

*Your subject takes on a shifty, dishonest demeanor.*

*False lie* causes the subject to appear dishonest and deceptive. Sense Motive checks made against the subject take a –10 penalty, and any failure convinces the observer that the subject is lying, even if she is not. Anyone who casts a spell that reveals lies (such as *discern lie*) can attempt a caster level check (DC 11 + your caster level); if this fails, the spell registers the individual as lying even when she is not.

*Material Component:* A serpent's tongue.

## FAMILIAR REFUGE

Conjuration (Teleportation)
**Level:** Sorcerer/wizard 6
**Components:** V
**Casting Time:** 1 swift action
**Range:** Unlimited
**Target:** You or your familiar
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

*You feel the bond between yourself and your familiar strengthen, and then the animal stands before you.*

You instantly transport yourself to your familiar, or your familiar to you, as *greater teleport*. You can't bring any other living creatures with you.

## FEVER DREAM

Illusion (Phantasm) [Mind-Affecting]
**Level:** Bard 5, sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** 5 rounds (D) + 1 round
**Saving Throw:** Will disbelief (if interacted with), then Fortitude partial
**Spell Resistance:** Yes

*Your subject breaks out in a cold sweat as a burning fever sinks into its mind.*

A creature subjected to this spell feels a spiking fever accompanied by vertigo and a phantasmagoric confusion of the senses.

The target first gets a Will save to recognize the dream as unreal. If that save fails, the creature becomes exhausted while the spell lasts. A successful Fortitude save lessens the condition to fatigued.

Regardless of the outcome of the Fortitude save, the subject has difficulty focusing its mind on spellcasting. Each time it attempts to cast, concentrate on, or direct a spell, it must first succeed on a Concentration check (DC equal to this spell's save DC + the level of the spell being used).

When this spell ends (whether because its duration ends, you dismiss it, or it is dispelled), the subject is *confused* for 1 round afterward.

If the subject of *fever dream* is already under the effect of a *luminous swarm* spell (see page 110), the Will save DC of this spell (as well as the DC for Concentration checks required by this spell) increases by 2.

If the subject of *fever dream* is already under the effect of a *prickling torment* spell (see page 113), the Fortitude save DC of this spell increases by 2.

## FINGER OF AGONY

Necromancy
**Level:** Hexblade 4, sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** 3 rounds
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*As you crook your finger, your enemy feels his vitals rupture within him.*

You magically disrupt the subject's internal organs, causing it great pain. Each round on your turn, the subject takes 3d6 points of damage and becomes nauseated for 1 round. A successful Fortitude save halves the damage and lessens the nauseated condition to sickened.

## FIRE AND BRIMSTONE

Conjuration (Creation) [Fire]
**Level:** Sorcerer/wizard 5, wu jen 5 (fire)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** No

*With a shout, you cause your foes to erupt in afoul, acrid-smelling burst of yellow fire.*

The subject ignites in a burst of sulfuric fire that deals 1d6 points of damage per caster level (maximum 15d6) and causes the subject to be sickened for 5 rounds. A successful Fortitude save halves the damage and negates the sickening.

*Material Component:* A pinch of brimstone.

## FLAYING TENDRILS

Transmutation [Evil]
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level

*A quartet of hideous, writhing tentacles sprouts from your face.*

You grow four tentacles from your face, similar to those of a mind flayer. For the duration of the spell, you can attack with one tentacle as a standard action, or all four as a full-round action. Each tentacle deals 1d4 points of damage, plus your Strength modifier. When using the tentacles, you are treated as though you have the Improved Grapple feat. You can latch a tentacle onto a foe's head with a successful grapple check, and if you begin your turn with one tentacle successfully attached, you can attach the remaining three with a single

check, though doing this still requires a full-round action. Your foe can escape with a single grapple check or Escape Artist check, but you gain a +2 bonus for each tentacle that is attached at the beginning of your foe's turn.

If you begin your turn with all four tentacles attached, you can attempt to remove your foe's brain, killing him instantly The victim is entitled to a fortitude save to avoid this fate, though success indicates only that he evaded extraction; he is still grappled and must attempt to escape normally.

You cannot use these tentacles to grapple foes more than one size category larger or smaller than you. Extracting the brain does nothing to constructs, elementals, oozes, plants, or undead, and is not instantly fatal to creatures with multiple heads.

### FORM OF THE THREEFOLD BEAST

Transmutation (Polymorph)
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)

*Your arms and legs become powerfully muscled and grow sharp claws as your body hunches over on all fours. Two additional monstrous heads sprout from your shoulders, and two batlike wings stretch out to the sky.*

You take the form of a chimera (MM 34); choose the color of your dragon head from the options noted in the monster description when you cast the spell. You gain 30 temporary hit points, which disappear at the end of the spell's duration. See the Polymorph Subschool sidebar on page 91 for more details.

### GENIUS LOCI

Conjuration (Creation) [see text]
**Level:** Sorcerer/wizard 9
**Components:** V, S, M
**Casting Time:** 1 hour
**Range:** 0 ft.
**Target:** One building, location, or discernible geographic area, up to a maximum area of one 10-ft. cube/caster level
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No

*Thanks to flaying tendrils, adventurers no longer need to encounter an illitbid to have their brains eaten*

*At your final word, the air around you hums and the region glows with a sudden flash of light. It fades swiftly, but you can now feel a presence, as though the environment itself watched you.*

With this spell, you grant the particular building or location a permanent "guardian spirit." You must task the spirit with a specific purpose, and that purpose must in some manner involve protecting the building or region to which it is attached. The task can be very general ("Slay any creature who attempts to enter!") or far more specific ("Kill any goblin who tries to take the red sword down off the wall.") The task can't be so specific as to mention the names of individual creatures, or to require unseen knowledge such as alignments or allegiances. Finally, it must be simple enough to clearly convey in one or two sentences.

If the triggering event occurs, the *genius loci* manifests exactly where you cast the spell, taking the form of an elder elemental (choose air, earth, fire, or water when you cast the spell). It immediately attempts to carry out the designated task.

Once the spell is complete, you have no special control over the spirit's actions, and if you trigger the manifestation, it attacks you just as it would anyone else. The manifested spirit behaves in all ways as a normal elemental of its kind, within the parameters of the task assigned.

If the spirit's manifested form is slain, it is not destroyed and the spell is not broken. However, it can't manifest for 24 hours after being destroyed. The only way to permanently break a *genius loci* spell is with a *miracle*, *Mordenkainen's disjunction*, or *wish*, or else to permanently defeat the guardian spirit's purpose. If, for instance, the spirit was commanded to prevent a particular item from being destroyed, the destruction of that item renders its existence moot.

When not actively involved in protecting its territory or following its task, the spirit shows no sign of its existence. When it manifests, the creature appears to come out of nowhere. Anyone viewing the building or area with *detect magic* sees an overwhelming aura of conjuration; *true seeing reveals* the spirit wandering its territory, appearing as a vague, hazy silhouette of the creature it manifests as.

*Genius loci* becomes a spell of the same type as the elemental manifestation specified (air, earth, fire, or water).

*Material Component:* A paste made up of silver, mithral, and holy water, worth a total of 3,000 gp.

## GHOST LANTERN

Evocation [Light]
**Level:** Sorcerer/wizard 3
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Object touched
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Spell Resistance:** No

*The object begins to glow with a phosphorescent white light. Your companions' faces are illuminated, but they cast no shadows on the surrounding walls.*

*Ghost lantern* causes an object to glow like a torch, shedding bright illumination in a 20-foot radius (and shadowy illumination for an additional 20 feet) from the point you touch. Unlike normal *light* spells, this light is only visible to you and a number of specifically designated creatures equal to one per three caster levels (maximum five).

These creatures must be within 10 feet of you when you cast the spell but can later move as far apart as they want.

No others can see the *ghost lantern;* it has no effect on them, and they are affected by other ambient light conditions as normal. Effectively, this spell allows you and your chosen companions to see in the dark.

*Material Component:* A bit of phosphorescent fungus.

## GREAT WORM OF THE EARTH

Conjuration (Creation) [Earth]
**Level:** Druid 7, wu jen 7 (earth)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** A great wormlike maw
**Duration:** 1 round/level or until escaped
**Saving Throw:** Reflex partial
**Spell Resistance:** No

*With a fearsome roar, an enormous wormlike mouth bursts from the earth beneath your opponent's feet, attempting to swallow him whole.*

You conjure a great wormlike maw from the ground beneath the feet of another creature, which immediately bites and tries to swallow that creature. A successful Reflex save means the creature takes only 4d6 points of damage and the spell ends.

If the creature fails its save, it takes 8d6 points of damage and becomes "swallowed" by the mouth, dragged beneath the ground. A creature so trapped can't act except to try to escape and takes an additional 2d6 points of acid damage each round on your turn as the worm "digests" it.

Each round on its turn, a creature trapped within the worm can take a full-round action to attempt a new Reflex save to escape. If successful, the creature appears prone in its original space and the spell ends. An ally in or adjacent to the creature's original space can use the aid another action to help unearth it; a successful DC 10 Strength check grants a +2 bonus on the creature's next Reflex save to escape.

You can place this spell's effect only on a horizontal area of dirt or stone at least 10 feet thick. Any creature more than 5 feet off the ground can't be affected by this spell.

## GUIDED PATH

Divination
**Level:** Bard 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 10 minutes/level

*With a sudden flash of insight, you know exactly where to turn and which streets to travel.*

This spell imparts to you the most direct route to a type of location within 1 mile. In this instance, a location is defined as a particular sort of building or establishment. For example, you could learn the route to the nearest tavern, temple, or blacksmith's workshop. You can't obtain directions to a *specific* location, such as the shop of Rufus the blacksmith. Additionally, the location's purpose must be publicly known. If the thieves guild secretly operates out of a warehouse, you can't obtain directions to the "headquarters of the thieves guild," because that is not publicly available information.

## HEART OF AIR

Transmutation [Air]
**Level:** Druid 2, sorcerer/wizard 2, wu jen 2 (general)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D) or until expended

*You feel light as a feather, as if the slightest breeze might knock you about.*

This spell converts part of your body into elemental air, freeing you somewhat from the bonds of gravity. You gain a +10 enhancement bonus on Jump checks, and if you have a fly speed, that speed gains a +10-foot enhancement bonus.

Furthermore, while this spell is active, you can activate a *feather fall* effect (as the spell) on yourself as an immediate action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of air* is active on you at the same time as *heart of earth, heart of fire,* or *heart of water,* you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

## HEART OF EARTH

Transmutation [Earth]
**Level:** Druid 4, sorcerer/wizard 4, wu jen 4 (earth)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D) or until expended

*You feel your flesh strengthen with the power of stone.*

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary

hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin*'s total protection is consumed), at the end of which time the spell's entire effect ends.

If *heart of earth* is active on you at the same time as *heart of air, heart of fire,* or *heart of water,* you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

### HEART OF FIRE

Transmutation [Fire]
**Level:** Druid 5, sorcerer/wizard 5, wu jen 5 (fire)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D) or until expended

*You feel a sudden flame burning within you.*

This spell converts part of your body into elemental fire, which speeds your step and toughens your flesh. You gain a +10-foot enhancement bonus to your land speed and resistance to fire 20.

Furthermore, while this spell is active, you can activate a *fire shield* effect (as the spell; fire-based protection only) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of fire* is active on you at the same time as *heart of air, heart of earth,* or *heart of water,* you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

### HEART OF WATER

Transmutation [Water]
**Level:** Druid 3, sorcerer/wizard 3, wu jen 3 (water)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D) or until expended

*Hood of the cobra convinces these robbers that Hennet is more than they can handle*

*The crashing of waves echoes in your ears.*

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces. You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see MM 311). You also gain the ability to breathe water (as if under the effect of a *water breathing* spell). Finally, you gain a +5 enhancement bonus on Escape Artist checks.

Furthermore, while this spell is active, you can activate a *freedom of movement* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of water* is active on you at the same time as *heart of air, heart of earth,* or *heart of fire,* you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

### HOOD OF THE COBRA

Illusion (Phantasm) [Fear, Mind-Affecting]
**Level:** Hexblade 3, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** 1 round/3 levels; see text
**Saving Throw:** Will disbelief, then Fortitude negates
**Spell Resistance:** Yes

*In the mind of your victim, the hood of a king cobra spreads from your head, neck, and back, your eyes become those of a great serpent, and dripping fangs sprout from your jaws.*

The subject perceives that you have grown serpentine features, including a cobra's hood, a snake's slitted eyes, and venomous fangs. A successful Will save allows him to recognize the illusion as unreal, which ends the spell's effect.

However, if the Will save fails, the subject is shaken for as long as he can see you. Closing his eyes negates this effect but also effectively blinds him.

In addition, if you make a successful melee touch attack (a standard action) against the target while the spell's duration lasts, he believes that he has been bitten by a venomous serpent and takes 1d6 points of Constitution damage (Fortitude negates). Unlike normal

poison, this attack has no secondary damage, though you can continue to "bite" the subject each round. Immunity or resistance to poison applies normally against this effect, even though it isn't real poison (the subject and his body both believe it to be real).

## HORRID SICKNESS

Necromancy
**Level:** Hexblade 4, sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature/3 levels, no two of which are more than 30 ft. apart
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Your victim's eyes water and her flesh pales as a wave of sickness washes over her.*

Waves of pain and sickness wrack the subjects, rendering them nauseated. A successful Fortitude save negates this effect.

If a subject fails the initial Fortitude save, she can attempt a Fortitude save as a move action each round on her turn; success indicates that she is instead sickened for the duration of the spell.

## IMMEDIATE ASSISTANCE

Transmutation
**Level:** Bard 1
**Components:** V
**Casting Time:** 1 immediate action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One willing creature **Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

*As you speak the arcane words, you feel the laws of reality bending around your companion, undoing his failure.*

You grant the subject the chance to reroll a skill check. You must cast this spell after the skill check has been rolled, but before success or failure has been determined. The subject makes the new check immediately and must abide by the results of the second roll. The subject can't take 10 or 20 on this reroll.

## INCENDIARY SLIME

Conjuration (Creation)
**Level:** Sorcerer/wizard 2

*A slick, greasy liquid seeps from the targeted object, thoroughly coating it.*

This spell functions like grease (PH 237), but the liquid is also highly flammable. If any fire damage is dealt within the area of the spell (or to the subject of the spell), the spell's area (or subject) bursts into flame. This effect deals 4d6 points of damage to anyone in the area (or holding the subject), but also ends the spell's duration. A successful Reflex save halves this damage.

## INCENDIARY SURGE

Evocation [Fire]
**Level:** Sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 30 ft.
**Area:** Cone-shaped burst
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

*No sooner has the blast of fire burst forth from your hands than you feel it building within you again.*

This spell deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures in the area.

If you cast *incendiary surge* again before the end of your next turn, the second casting deals 1d8 points of damage per caster level (maximum 10d8), and you gain a +2 bonus on any caster level checks made to overcome spell resistance with that casting of the spell.

## INTERMINABLE ECHO

Illusion (Phantasm) [Mind-Affecting, Sonic]
**Level:** Bard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 5 rounds
**Saving Throw:** Will partial
**Spell Resistance:** Yes

*The deep tolling of a bell echoes within the mind of your foe.*

You fill the target's mind with a barrage of illusory sound. The subject takes a –10 penalty on Listen checks and 2d6 points of sonic damage each round. A successful Will save reduces the duration to 1 round.

## JET OF STEAM

Evocation [Water]
**Level:** Sorcerer/wizard 1, wu jen 1 (water)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 30 ft.
**Area:** 30-ft. line
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

*Your hand is suddenly covered in warm condensation as a jet of burning steam bursts from your finger.*

You release a powerful jet of superheated steam that deals 1d4 points of fire damage per caster level (maximum 5d4) to each creature within its area. The jet begins at your fingertips.

The jet of steam deals no damage to objects in its path, nor can it set fire to combustibles.

## KARMIC AURA

Abjuration
**Level:** Hexblade 1, sorcerer/wizard 1
**Components:** V
**Casting Time:** 1 swift action
**Range:** 20 ft.
**Area:** 20-ft.-radius emanation, centered on you
**Duration:** 1 round/level
**Saving Throw:** Will partial
**Spell Resistance:** Yes

*You feel the currents of fate flow through you, tugging on the strings of chance.*

While this spell is in effect, any creature within range that deals damage to you with an attack, spell, or other effect becomes fatigued for 3 rounds. A successful Will save indicates that the attacker is unaffected and immune to the spell's effect until the start of your next turn, but must save again if he damages you after that point. An attacker already fatigued suffers no additional effect from this spell.

*Karmic aura*, *karmic backlash*, and *karmic retribution* interact in an unusual fashion. If you have more than one of these spells active at once, the subject must save against each spell in descending order of spell level. If he fails any of these saves, he is automatically fails any save against any lower-level spell of the set that you have active. (Spell resistance still applies to each effect separately.)

For example, suppose you have all three spells active when a foe strikes you. He first attempts to save against *karmic retribution*. If that save fails, he is treated as if he had failed his saving throws against all three spells. If the first save succeeds, but the save against *karmic backlash* fails, he is treated as if he had failed his saves against both that spell and *karmic aura*. Only if he succeeds on both of the first two saves is he entitled to a save against *karmic aura*.

## KARMICK BACKLASH

Abjuration
**Level:** Hexblade 2, sorcerer/wizard 3

*Your magic influences the flow of fate, doing harm to all who would dare attack you.*

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes exhausted for 2 rounds.

## KARMIC RETRIBUTION

Abjuration
**Level:** Hexblade 4, sorcerer/wizard 6

*By manipulating fate itself, you ensure that any who attack you suffer greatly for their insolence.*

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes stunned for 1 round.

## LASH OF FORCE

Evocation [Force]
**Level:** Sorcerer/wizard 9
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 10 ft. or 30 ft.; see text
**Effect or Area:** One whip or 30-ft. line
**Duration:** 1 round/level or until exhausted
**Saving Throw:** None or Reflex partial
**Spell Resistance:** Yes

*The air around you begins to thrash and churn with invisible forces.*

This spell brings into being an invisible, whiplike tendril of force. As an immediate action, you can command the lash to strike any creature within 10 feet of you. The lash strikes automatically and deals 5d6 points of damage. You must be able to see the target to be struck, but the lash otherwise ignores concealment. As a force effect, it can even strike incorporeal or ethereal creatures.

At any point during the spell's duration, you can use a standard action to unleash a single 30-foot line of force that deals 15d6 points of damage and knocks prone any creatures in its area. A successful Reflex save halves the damage and prevents the creature from being knocked prone. This effect instantly ends the spell's duration.

## LIGHTING LEAP

Transmutation [Electricity]
**Level:** Sorcerer/wizard 5
**Components:** V
**Casting Time:** 1 standard action
**Range:** Personal and 60 ft.
**Target/Area:** You/10-to–60-ft. line
**Duration:** Instantaneous
**Saving Throw:** None and Reflex half
**Spell Resistance:** No and Yes

*With a sudden flash, you find yourself standing on the other side of the battle, leaving a smoking trail behind you.*

You transform yourself into a line of lightning, similar to that created by the *lightning bolt* spell. This line can be of any length from 10 feet to 60 feet, measured in 5-foot increments. You

*The proper use of lightning leap ensures that you're in an optimal position to pick off survivors—if any*

reappear in any square adjacent to the last square entered by the line, along with any gear worn or carried (up to a maximum of your heavy load limit). You can't bring along other creatures except for your familiar.

The line deals 1d6 points of electricity damage per caster level (maximum 15d6) to anything in its area. A successful Reflex save halves this damage, and spell resistance applies.

## LINGERING CHORUS

Illusion (Figment)
**Level:** Bard 4
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** 0 ft.
**Effect:** A chorus of phantasmal voices
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

*A chorus of glorious voices takes up your song.*

This spell continues any one bardic music effect you are currently maintaining or on which you are concentrating. It functions only on bardic music effects that can be maintained for longer than 1 round. This allows you to cast spells, make use of a second bardic music ability, or otherwise concentrate on other matters.

You can cast *lingering chorus* even while maintaining a bardic music effect. If you cast a second *lingering chorus* while the first is still in effect, the duration of the first spell ends.

## LINGERING FLAMES

Evocation [Fire]
**Level:** Sorcerer/wizard 6, wu jen 6 (fire)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 20-ft.-radius spread
**Duration:** 3 rounds
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

*A burst of flame erupts before you, raising the temperature of the area to scorching levels.*

This spell functions like *fireball*, except that the area remains filled with fire for the spell's entire duration. Any creature within or entering the area takes 1d6 points of fire damage per caster level (maximum 15d6); a successful Reflex save halves this damage.

*Material Component:* A pinch of sulfur and a length of copper wire.

## LUMINOUS SWARM

Evocation [Force]
**Level:** Sorcerer/wizard 2
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 5 rounds
**Saving Throw:** Reflex partial
**Spell Resistance:** Yes

*A swarm of shimmering motes streams from your fingers and engulfs your target.*

You create a swarm of faintly luminous motes of pure force that engulf one creature, obscuring its vision. If the target relies on sight, all its attacks have a 20% miss chance while the motes last.

The motes also deal 1d6 points of damage each round. The target can attempt a Reflex save each round to avoid the damage.

If a subject under the effects of *luminous swarm* is targeted by *fever dream* (page 104), the two spells interact to create a greater effect. See the *fever dream* spell for details.

## MAGIC SAVANT

Divination
**Level:** Bard 2
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level

*Your hands and mind warm as the flow of mystical energy strengthens within you.*

You align your own energy with that of the magic items around you. You gain a +4 insight bonus on Use Magic Device checks. If you have 10 or more ranks in Use Magic Device, you can take 10 on Use Magic Device checks, even if the situation wouldn't normally allow you to do so.

## MASK OF THE IDEAL

Illusion (Glamer)
**Level:** Bard 2, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 10 minutes/level (D)

*Your voice and features become more refined and pleasing.*

*Mask of the ideal* shifts everything toward an ideal form. Any creature that perceives you in any fashion beholds something that it finds aesthetically pleasing.

You gain a +4 competence bonus on Bluff and Diplomacy checks, as well as on Disguise checks made to disguise yourself (but not others). You also gain a +4 competence bonus on any Charisma check you make to influence a creature that you have enchanted (such as with *charm person*) or conjured (such as with *planar binding*).

## MELF'S SLUMBER ARROWS

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Bard 4, sorcerer/wizard 4
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** 1 arrow/3 levels
**Duration:** 1 round/level
**Saving Throw:** Will partial
**Spell Resistance:** Yes

*A single arrow gleams like a star in the night, promising a deathlike slumber to its target.*

At any time during this spell's duration, you can use a swift action to imbue an arrow that you hold with the power of slumber. Any creature of 15 HD or less that is dealt damage by this arrow before the end of your turn falls asleep for 1 hour. A successful Will save means the target becomes fatigued for 1 hour instead.

Any arrow that doesn't deal damage to a target before your turn ends loses

its magic (but can be imbued again on your next turn).

You can imbue one arrow for every three caster levels you have (maximum five arrows).

*Material Component:* A few poppy seeds.

## MORDENKAINEN'S TRUSTED BLOODHOUND

Conjuration (Creation)
**Level:** Assassin 4, sorcerer/wizard 6
**Effect:** Phantom bloodhound

*You conjure a phantom hound, that can track and bring down your prey.*

This spell functions like *Mordenkainen's faithful hound*, except that the phantom bloodhound created can also track a creature as if it had the Track feat. Its Survival modifier is equal to your caster level for this purpose, but it can't use the Survival skill for any other tasks. A *trusted bloodhound* has a land speed equal to yours, and can move at full speed without taking a penalty on Survival checks to track.

A *trusted bloodhound* can't attack, provide a flank, or have any other effect on combat. However, as a standard action, you can instruct a *trusted bloodhound* to serve as a watchdog; in this role it functions identically to *Mordenkainen's faithful hound*, except that its attack bonus equals your caster level. You can command a *trusted bloodhound* to resume its tracking again as a standard action.

## MYSTERIOUS REDIRECTION

Abjuration
**Level:** Sorcerer/wizard 8, wu jen 8
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 5 rounds or until expended

*Your foe's attacks mysteriously veer toward other targets.*

This spell creates a field around you that deflects physical blows. The field affects melee and ranged attacks made with natural or manufactured weapons, but not spells or magical attacks unless they are delivered with a physical touch attack.

Anyone who aims a melee or ranged attack against you must make a Will save to overcome the spell's effect. If the save fails, all attacks that individual makes against you while the spell lasts have a 50% chance to be deflected to another target instead. Spell resistance applies to this effect.

If a melee attack is deflected, the new target must be a creature both adjacent to you and within your attacker's melee reach. If a ranged attack is deflected, the new target must be both adjacent to you and within your attacker's range.

If more than one target is available, determine which creature is attacked randomly. Any combat modifiers (such as cover) apply to the attack. A creature that has total cover against the attacker can't be selected as a target, nor can the attacker. If no eligible target exists, the attack misses.

As an immediate action while the spell lasts, you can choose to redirect a deflected attack back at the attacker. You can wait to make this decision until after you know an attack has been deflected, but you must do so before you know which creature is the target of the deflected attack. Using this ability ends the spell's duration.

## NEAR HORIZON

Divination
**Level:** Assassin 2, ranger 2
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 3 rounds

*The horizon seems to lurch nearer to you as your eyes attain superhuman acuity.*

You gain a mystical insight into targets most people can barely see. For the duration of the spell, you take no range penalties when using ranged weapons, though they are still limited to their normal maximum distance.

## NECROTIC CURSE

Necromancy [Evil]
**Level:** Cleric 7, sorcerer/wizard 7
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** 20-ft.-radius emanation
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** Yes

*You feel a wave of cold pass through you as it seeps into the land, the air, and even the souls of those nearby.*

You imbue the area with negative energy so powerful it transforms positive energy into its opposite. Anyone in the area who casts a healing spell must succeed on a caster level check (DC 11 + your caster level); if the check fails, the healing spell deals damage to each of its subjects equal to the caster's caster level instead of its normal effect.

Living creatures that rest in this area do not regain hit points or lost ability score points. Undead in the area heal damage at the rate of 1 point per Hit Die every 24 hours.

In addition to the normal means of ending a spell's duration, this effect can be ended by a *remove curse* (or similar spell) cast within its area for that purpose.

*Material Component:* Grave dust.

## NIGHTMARE TERRAIN

Illusion (Shadow)
**Level:** Assassin 3, bard 3, hexblade 3, sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** Five 10-ft. cubes + one 10-ft. cube/level (S)
**Duration:** 1 round/level
**Saving Throw:** Will disbelief (if interacted with)
**Spell Resistance:** No

*You cloak your surroundings with phantasmagoric figures, creating a horrific dreamscape.*

You make any terrain look, sound, and smell like something out of a nightmare. Writhing vegetation, disembodied limbs, animated corpses, and smoking pits cover every surface. Miasmic vapors fill the air, along with various foul stenches.

The nightmare terrain you create is mostly illusory, but the obstacles are

partially real. Creatures within, entering, or viewing the area are entitled to Will saves to discern the illusion. Creatures that fail their saves become entangled.

Regardless of the outcome of the save, creatures within 5 feet have concealment, while those 10 feet or farther away have total concealment.

Furthermore, as long as you are within the area of this spell, you can attempt Hide checks even while being observed. (Other creatures don't gain this benefit.)

## OTILUKE'S IMPRESSING FIELD

Abjuration
**Level:** Sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 full round
**Range:** 20 ft.
**Area:** 20-ft.-radius emanation, centered on you
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Spell Resistance:** No

*Your skin tingles as you radiate a field of powerful magic.*

When you cast this spell, designate either a school of magic or a subtype of magic (such as evil spells or fire spells). Spells of that type are suppressed within the area of your spell. Anyone attempting to cast such a spell in (or into) the area must succeed on a caster level check against a DC of 11 + your caster level. (Abilities and feats that improve the ability to defeat spell resistance, such as Spell Penetration, apply here as well.) Anyone attempting to activate an item that produces a spell or effect of that type must make a similar roll, using the item's caster level for the level check. Constant items or precast effects make this check when first exposed to your *suppressing field*. If they succeed, they remain unaffected for the duration. If they fail, they are suppressed for the duration, resuming function (if their duration has not expired) when they leave the area.

## OTTO'S IMPERATIVE AMBULATION

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Bard 3
**Components:** V
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 1 round/3 levels
**Saving Throw:** Will negates
**Spell Resistance:** Yes

*With seemingly no regard for his safety, your target begins moving around the battlefield.*

For the duration of the spell, the subject must begin each of its turns by taking a move action to move at least 10 feet (provoking attacks of opportunity as normal). The subject has full control over where it moves, as long as it ends up at least 10 feet from where it started. If it is incapable of moving at least 10 feet with a move action—due to terrain or other obstacles—it is dazed for 1 round instead.

## PAINFUL ECHOES

Evocation [Sonic]
**Level:** Bard 2
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature/4 levels, no two of which are more than 30 ft. apart
**Duration:** 1 round/level
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Your shout seems to echo into eternity, causing your foes to twitch and writhe as the reverberations pummel them internally*

You set up painful vibrations within your subjects. Each round, the spell deals 1d4 points of sonic damage and sickens each subject for 1 round. A successful Fortitude save negates the damage and the sickening effect for that round, but the subject must continue to save every round until the duration expires. Creatures that are immune to extra damage from critical hits are immune to the sickening effect.

If a subject under the effect of *painful echoes* is affected by *deafening blast* (see page 101) or *resonating agony* (see page 115), the two spells interact to create a greater effect. See

*De-vis introduces a hobgoblin to Otto's imperative ambulation*

the *deafening blast* and *resonating agony* spells for details.

## PALL OF TWILIGHT

Illusion (Pattern) [Darkness, Mind-Affecting]
**Level:** Assassin 3, sorcerer/wizard 3
**Components:** S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** 20-ft.-radius spread
**Duration:** 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

*A creeping pall of darkness covers the area like running ink, muting sound and color alike.*

This spell reduces illumination in the area to shadowy; these shadows are mental as well as physical. All creatures in the area take a –10 penalty on Listen, Search, Sense Motive, and Spot checks. A successful Will save negates these penalties, but not the effect of the darkness.

## PHANTASMAL STRANGLER

Illusion (Phantasm) [Fear, Mind-Affecting]
**Level:** Hexblade 3, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100ft. + 10 ft./level)
**Target:** One living creature
**Duration:** 5 rounds
**Saving Throw:** Will disbelief
**Spell Resistance:** Yes

*You delve into your subject's mind and call forth a clinging, choking horror that drapes itself over him like a vile net.*

You fashion a nightmare creature from the subject's mind. Only the subject can sense the assailant, which exists only in the subject's mind. When you cast the spell, the subject gets an immediate Will save to recognize the attacker as unreal, which ends the spell. If that save fails, the subject is treated as if it were grappling the *phantasmal strangles.*

Each round on your turn, a *phantasmal strangler* deals 2d6 points of damage to the subject. If the subject is reduced to –1 or fewer hit points, the spell ends.

Each round on the subject's turn, it can attempt any of the actions normally allowed to a grappling character. Treat a *phantasmal strangler's* grapple modifier as equal to that of the subject (including modifiers for Strength, size, and all other factors). A *phantasmal strangler* can't be damaged, nor can it be pinned. If the subject escapes from the *phantasmal strangler's* grasp, the spell ends.

## PRICKLING TORMENT

Necromancy
**Level:** Druid 3, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One living creature
**Duration:** 5 rounds
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

*Angry red boils spread across the skin of your enemy.*

This spell causes the subject's skin to erupt in a blistering rash accompanied by a maddening itch. An affected creature is sickened while the spell lasts. In addition, if the creature takes any actions on its turn other than free, swift, or immediate actions, it takes 1d8 points of damage at the end of its turn.

While affected by this spell, a creature takes a –2 penalty on saves to resist the distraction effect of any creature of the swarm subtype (in addition to the save penalty from the spell's sickening effect).

If a subject under the effect *of prickling torment* is targeted by *fever dream* (see page 104), the two spells interact to create a greater effect. See the *fever dream* spell for details.

## PRISMATIC AURA

Abjuration
**Level:** Sorcerer/wizard 6
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level or until discharged (D)

*You are surrounded in a flashing aura of multiple colors.*

The *prismatic aura* spell obscures your image, offering you concealment. In addition, any creature that hits you with a nonreach melee weapon is subject to a random prismatic effect. Roll 1d8 and consult the table under *prismatic spray* (PH 264); reroll any result of 8, since a *prismatic aura* can't generate two effects at once. Each time an effect is expended, that color disappears from the *aura* (reroll if it comes up again on the table). Thus a *prismatic aura* can affect a maximum of seven attackers before it disappears, and the spell ends. An attacker is entitled to any applicable saves, and spell resistance applies to this effect.

## PRISMATIC BOW

Evocation
**Level:** Sorcerer/wizard 8
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 0 ft.
**Effect:** A longbow made up of swirling, prismatic colors
**Duration:** 1 minute/level or until discharged
**Saving Throw:** See text
**Spell Resistance:** Yes

*A glittering, flashing longbow, containing every hue of the rainbow, appears in your hands.*

A *prismatic bow* functions as a +1 *longbow;* in addition, once per round you can choose to imbue an arrow shot from it with one of the seven colors of the bow, chosen from the list of colors created by *prismatic spray* (PH 264). In addition to its normal effect, the arrow has the same effect as the corresponding beam from *prismatic spray* (including blindness for 2d4 rounds if the target has 8 HD or fewer). Saves and spell resistance apply to this effect as normal for *prismatic spray.*

Once you fire an arrow, the corresponding color disappears from the bow, and you can't select that color again during this particular casting of the spell. When the duration ends or when you have used the effects of all seven colors, the bow vanishes.

You are automatically considered proficient with a *prismatic bow*.

No one else can use your *prismatic bow*, though you need not carry it at all times (you can stow it, drop it, or even hand it to another character to hold). If you cast this spell a second time while a previous version is still in effect, the first *prismatic bows* duration ends.

### PRISMATIC DELUGE

Evocation
**Level:** Sorcerer/wizard 9
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** Cylinder (40-ft. radius, 80-ft. high)
**Duration:** Instantaneous
**Saving Throw:** See text
**Spell Resistance:** Yes

*In a blinding shower of light, you call an enormous, painfully bright rainbow from the heavens.*

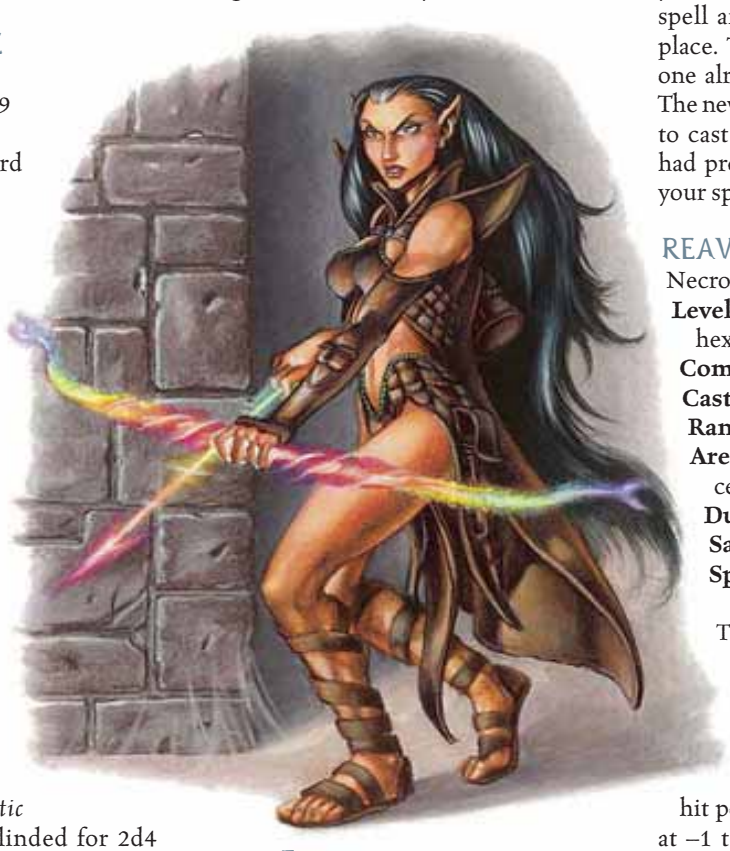
This spell produces a column of colors resembling the end of a rainbow. Every creature in the area is affected as though by the *prismatic spray* spell (PH 264): blinded for 2d4 rounds if 8 HD or fewer, and you roll 1d8 on the *prismatic spray* table to see what color affects which target.

### RAIN OF SPINES

Conjuration (Creation) [Earth]
**Level:** Wu jen 4 (metal)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** Cylinder (5-ft. radius, 20 ft. high)
**Duration:** Instantaneous
**Saving Throw:** Reflex partial
**Spell Resistance:** No

*With a shout, you call down a rain of spines upon your foes, piercing their flesh and pinning them to the floor.*

You cause a veritable storm of small, piercing metallic projectiles to rain from the air. This spell deals 6d6 points of damage to each creature in the area. In addition, each creature in the area is knocked prone and immobilized by spines pinning it to the floor. A successful Reflex save halves the damage and negates the secondary effect.



*Few weapons are as potent as a prismatic bow (see page 113)*

A creature immobilized by spines is considered entangled and can't move from its space for 1 round per caster level; a DC 20 grapple check or Escape Artist check allows it to break free and end the secondary effect.

### RARY'S ARCANE CONVERSION

Universal
**Level:** Wizard 6
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Personal
**Target:** You
**Duration:** Instantaneous

*You feel slightly dizzy as the power of your spell rewrites the knowledge within your mind.*

*Rary's arcane conversion* allows you to exchange a prepared wizard spell for another spell of equal or lower level. For instance, upon casting this spell, you could choose to lose a prepared *fly* spell and have *fireball* prepared in its place. The replacement spell must be one already scribed in your spellbook. The new spell is now prepared and ready to cast as normal, just as though you had prepared it when you last studied your spells.

### REAVING AURA

Necromancy [Evil]
**Level:** Assassin 1, cleric 1, hexblade 1, sorcerer/wizard 1
**Components:** V
**Casting Time:** 1 swift action
**Range:** 10 ft.
**Area:** 10-ft.-radius emanation, centered on you
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

*The air around you turns black as it floods with negative energy.*

This spell deals 1 point of damage to every creature in the area that has 0 or fewer hit points. Stable creatures that were at –1 to –8 hit points become dying, while creatures at –9 hit points die immediately.

This spell has no effect on creatures that have more than 0 hit points.

### REBIRTH OF IRON

Transmutation
**Level:** Sorcerer/wizard 4, wu jen 3 (metal)
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Target:** One former metallic item, destroyed by rust
**Duration:** Instantaneous **Saving Throw:** Fortitude negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

*Flecks of rust melt together and lose their ruddy hue. The metal creaks as it re-forms and straightens itself.*

You instantly restore a single metal object that has been damaged or destroyed by rust. This works even if the object has been reduced to powder, such as by the *rusting grasp* spell. Even if the object is partly missing, such as one partially consumed by a rust monster, the spell functions as long as at least 1/4 of the object remains.

This spell does not restore the magical properties of any magic item or construct destroyed by rust. A slain or destroyed metallic creature such as an iron golem is restored in physical form, but it remains "dead," having lost all magical qualities.

## REPELLING SHIELD

Abjuration [Force]
**Level:** Sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level (D)

*You create a shield of force that can push your attackers away from you.*

This spell functions like the *shield* spell, except that any adjacent creature that makes a melee attack against you is also pushed 5 feet away from you after the attack is resolved. A successful Reflex save negates this effect, and spell resistance applies. You can choose the direction of the creature's movement, as long as it ends up farther away from you than it began. You can't push a creature into a space that it couldn't legally occupy (such as a wall). If no legal space exists to push the creature, it is unaffected.

## RESINOUS TAR

Conjuration (Creation)
**Level:** Bard 1, sorcerer/wizard 1
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area or Target:** One object or 10-ft. square
**Duration:** 1 round/level (D)
**Saving Throw:** See text
**Spell Resistance:** No

*A sticky layer of black liquid coats your target.*

*Rain of spines brings a frost giant dawn to size*

The *resinous tar* spell makes a solid surface sticky. Movement costs across the area are doubled. Any prone creature in the area must succeed on a DC 10 Strength check to stand up.

The spell can also be used to create a sticky coating on an item. Items not in use or in a creature's possession are always affected by this spell. An object wielded or held by a creature receives a Reflex saving throw to avoid the effect. A creature holding an affected item must use a full-round action to let go of the item, drop it, put it away, pick it up from the ground, or ready it for use.

A creature wielding an affected item gains a +5 circumstance bonus on opposed checks to avoid being disarmed. A creature wearing armor or clothing affected by this spell takes a –5 penalty on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

*Resinous tar* counters and dispels *grease* (and vice versa).

*Material Component:* A drop of honey, molasses, or pine resin.

## RESONATING AGONY

Evocation [Sonic]
**Level:** Bard 6
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Living creature touched
**Duration:** 1 round/level
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*At your touch, a dull rumble courses through the body of your foe, shaking apart his mind and body from within.*

You make a touch attack to set up agonizing vibrations within the body of the target. If you hit, the target is nauseated for the duration of the spell. Each round on its turn it can attempt a Fortitude save to lessen this effect to sickened for that round.

A subject under the effect of *painful echoes* (page 112) takes 1 point of Constitution damage each time it fails a Fortitude save against *resonating agony*.

## RESOUNDING THUNDER

Evocation [Sonic]
**Level:** Bard 4, sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100ft. + 10 ft/level)
**Area:** 20-ft.-radius spread
**Duration:** 5 rounds (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Waves of sound crash continuously upon the ears of those in the area.*

You fill the area with discordant crashes of sonic energy that deal 4d6 points of sonic damage per round to creatures within the area. Furthermore, any creature within or entering the area becomes deafened as long as it remains within and for 1 round thereafter. A successful Fortitude save halves the damage and negates the deafened effect.

The clamorous sound in the area also interferes with all sonic spells and effects. Any such spell or effect has only a 50% chance to affect a creature within the area *of resounding thunder.*

## RETRIBUTIVE ENERVATION

Necromancy
**Level:** Sorcerer/wizard 7
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level or until expended

*The world around you takes on a dim and muted tone as you are encased in a tight-fitting sheath of crackling negative energy.*

This spell bestows a negative level upon any non-undead creature that makes a successful melee attack against you (regardless of whether the attack deals damage). There is no save, but spell resistance applies.

*Retributive enervation* can bestow a number of negative levels equal to 1/2 your caster level (maximum 10). Once this limit is reached, the spell ends, even if the duration has not yet expired.

Assuming a creature that gains negative levels survives, it regains lost levels after a number of hours equal to your caster level (maximum 20 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *retributive enervation* don't last long enough to do so.

An undead creature that makes a successful melee attack against you while this spell is active gains 5 temporary hit points that last for up to 1 hour.

## RETRIBUTIVE IMAGE

Illusion (Pattern) [Mind-Affecting]
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Long (400 ft. + 40 ft./level)
**Effect:** Visual image that can extend as far as four 10-ft. cubes + one 10-ft. cube/level (S)
**Duration:** Concentration + 3 rounds
**Saving Throw:** Will disbelief (if interacted with), then Will partial
**Spell Resistance:** Yes

*As though drawn straight from your imagination, the image you envision springs into existence.*

You create an image or scene, which can incorporate not only sight but sound, smell, and thermal effects. This effect functions in all respects like *major image,* except that the illusion is a pattern rather than a figment, and thus has a mind-affecting element to it. Anyone who successfully disbelieves the illusion endures a mental backlash that deals 1d6 points of damage +1 point of damage per caster level (maximum +15) and is dazed for 1 round. A successful Will save halves the damage and negates the dazed effect.

## RUSTED BLADE

Transmutation
**Level:** Assassin 3, druid 3, sorcerer/wizard 4, wu jen 4 (metal)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** One weapon touched
**Duration:** 1 round/level (D)
**Saving Throw:** Will negates (object, harmless) and Fortitude negates
**Spell Resistance:** Yes (object, harmless)

*Your touch corrupts the substance beneath your fingers. Where once it gleamed, it now grows dull and pitted.*

You cause a rustlike patina to temporarily cover the target weapon. (Despite its name, the spell can affect any kind of weapon regardless of material.) For the duration of the spell, any living creature damaged by the weapon must succeed on a Fortitude save or contract filth fever (DMG 292). Use the spell's normal save DC for the initial saving throw, but use filth fever's normal DC 12 for later saves. Multiple applications of the disease do not stack, but even a creature that succeeds on one or more saves must continue to save each time it takes damage from the weapon.

Despite the change in appearance, this spell has no ill effect on the target weapon.

## SEED OF UNDEATH

Necromancy
**Level:** Cleric 4, sorcerer/wizard 4
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** Living humanoid or animal touched
**Duration:** 1 day/level (D)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

*The subject's face briefly takes on a gaunt, pale look and a death's-head rictus before returning to normal.*

You plant a kernel of negative energy in a subject, which is held in check by the positive energy inherent to the subject's own life force. *Seed of undeath* does not, in and of itself, harm the subject. Should the subject die before the spell expires, however, it rises as a zombie 1 round later (as per the *animate dead* spell), as long as a sufficient corpse remains.

Any undead created in this manner are automatically under your control. At any given time, you can have a number of HD worth of undead animated through *seed of undeath* equal to your own HD, and they count against the maximum number of HD worth of undead you can control at any time (as described under *animate dead*).

*Material Component:* A black onyx gem worth 25 gp per HD of the subject.

## SEED OF UNDEATH, GREATER

Necromancy
**Level:** Cleric 7, sorcerer/wizard 7
**Components:** V, S, M
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** 40-ft.-radius emanation

*Every creature in the area briefly takes on a corpselike appearance, then returns to normal.*

This spell functions like *seed of undeath*, except it applies to any humanoid or animal that dies in the area while the spell is in effect.

Corpses of creatures that died before you cast the spell, or that died outside the area and were then carried within, are unaffected.

*Material Component:* A black onyx worth at least 5,000 gp.

## SHAPE OF THE HELLSPAWNED STALKER

Transmutation (Polymorph)
**Level:** Sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)

*Rust-red fur sprouts from your skin, and your back hunches over until you stand on four clawed feet. Tendrils of black smoke curl from your fanged mouth.*

You take the form of a hell hound (MM 151). You gain 10 temporary hit points, which disappear at the end of the spell's duration. See the Polymorph Subschool sidebar on page 91 for more details.

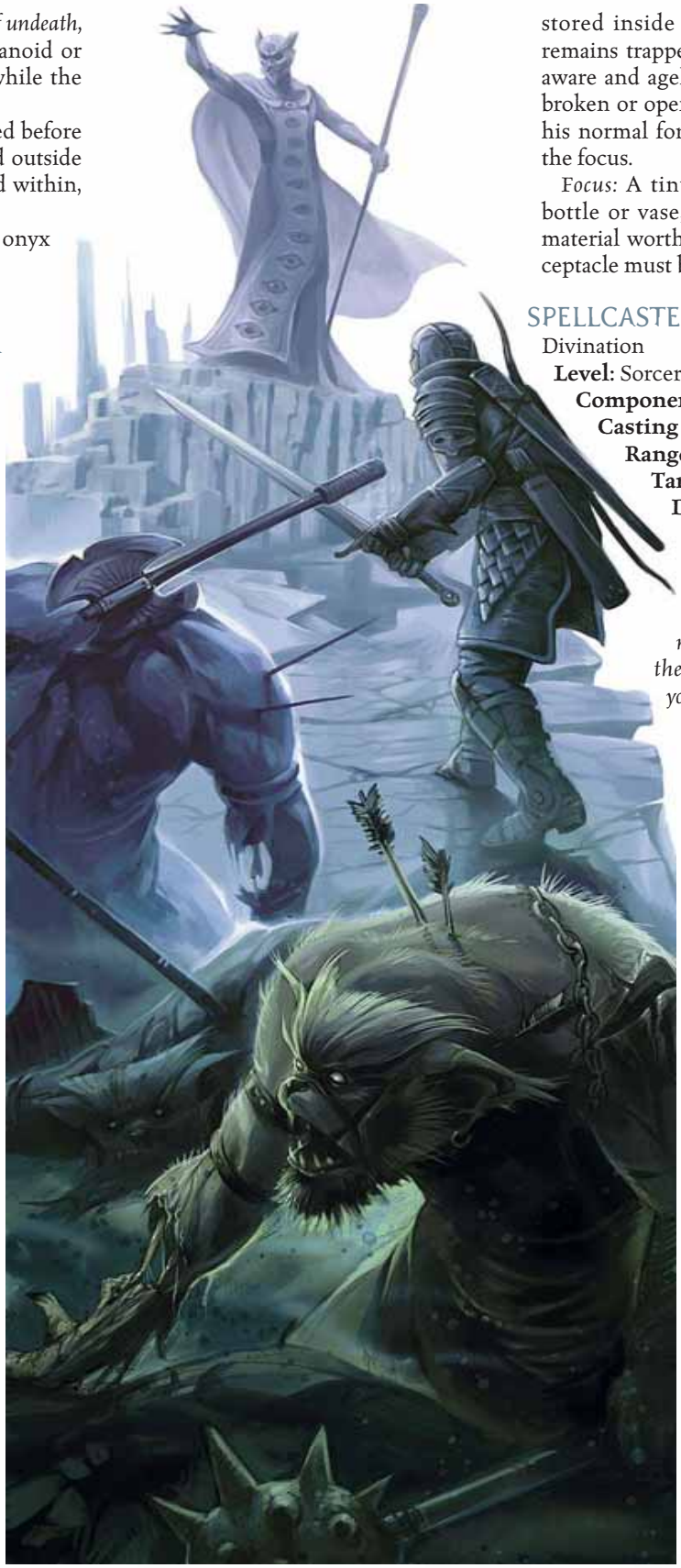
## SMOKY CONFINEMENT

Transmutation
**Level:** Sorcerer/wizard 6
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

*At your touch, your foe dissipates into a thick smoke, which flows smoothly into the receptacle you have prepared.*

You transform the subject into smoke or gas, which is then stored inside the focus. The subject remains trapped within the focus, unaware and ageless. If the focus is ever broken or opened, the victim resumes his normal form *in* the same space as the focus.

*Focus:* A tiny receptacle, such as a bottle or vase, of crystal or a similar material worth at least 100 gp. The receptacle must be able to be sealed.



*With seed of undeath, even slain enemies might not stay down*

## SPELLCASTER'S BANE

Divination
**Level:** Sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level

*The air around you seems to glow as the currents of magic running through the world become visible to your eyes.*

You gain a +2 insight bonus on dispel checks and caster level checks made to counterspell.

If you have 5 or more ranks in Spellcraft, you also automatically recognize any spell being cast, as though you had succeeded on a Spellcraft check. You must have line of sight to the caster, but distance is otherwise not a factor.

If you have 15 or more ranks in Spellcraft, you not only recognize any spell being cast, but you also know the caster level of any spell being cast. Again, you must have line of sight to the caster for this effect to function.

## STEAL SUMMONING

Conjuration (Summoning)
**Level:** Sorcerer/wizard 6
**Components:** V, S
**Casting Time:** 1 immediate action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One summoned creature
**Duration:** Concentration (up to 1 round/level) + 1 round
**Saving Throw:** None
**Spell Resistance:** No

*With an act of will and the utterance of arcane syllables, you steal the nascent connection being formed between summoner and minion.*

You steal control of a creature as it is being summoned. If you succeed on a caster level check (DC 11 + the caster level of the summoned), you gain control over the target creature as if you had summoned it.

You must cast this spell immediately after the spell or spell-like ability that summoned the target resolves, before the creature takes even a single action.

If this spell's duration expires before the spell that summoned the creature ends, the target returns to its original master's control at that time. If the original master is no longer available to control it, it becomes free-willed until its original master returns.

## STORM OF FIRE AND ICE

Evocation [Cold, Fire]
**Level:** Druid 6, sorcerer/wizard 6, wu jen 6 (fire and water)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Long (400 ft. + 40 ft./level)
**Area:** Cylinder (20-ft. radius, 40 ft. high)
**Duration:** 1 round
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

*You bring forth a swirling vortex of smoking lava intermixed with chunks of steaming ice.*

A shower of lava globs and hailstones rains down for 1 round, dealing 6d6 points of cold damage and 6d6 points of fire damage to everything in the area.

*A hill giant has a lough time with storm of fire and ice*

The cylinder provides concealment similar to *fog cloud* and also applies a –4 penalty on Listen checks made within the area. Movement costs within the area of the spell are doubled.

At the end of the duration, the lava and ice disappear, leaving no lingering effects (other than the damage dealt).

## STORM OF NEEDLES

Conjuration (Creation)
**Level:** Wu jen 4 (metal)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** 30 ft.
**Area:** Cone-shaped burst
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** No

*You flick a needle out in front of you. Instantly, the area is filled with a burst of thousands of tiny needles, which vanish almost as swiftly as they appear.*

Creatures in the cone take 1d4 points of damage per caster level (maximum 15d4).

*Material Component:* A 1-inch-long metal needle.

## SUMMON COMPONENT

Conjuration (Summoning)
**Level:** Bard 1, sorcerer/wizard 1
**Components:** S
**Casting Time:** 1 swift action
**Range:** 0 ft.
**Effect:** Noncostly material component for a single spell
**Duration:** 1 round
**Saving Throw:** None
**Spell Resistance:** No

*You cup your hand and the object you desire appears in your palm.*

You conjure the material component or components for a single spell that you can cast. No component you summon can be worth more than a single gold piece, and it can't be a magic item. Summoned components disappear when the spell duration expires, if they were not consumed in casting the spell.

## SUMMON WEAPON

Conjuration (Summoning)
**Level:** Assassin 2, bard 2
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** 0 ft.
**Effect:** Nonmagical light weapon
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

*A weapon appears in your hand, ready for use.*

You conjure a nonmagical light weapon sized for you. The weapon is normal in every respect. It can't be made of any unusual metal, nor is it masterwork.

## TACTICAL TELEPORTATION

Conjuration (Teleportation)
**Level:** Sorcerer/wizard 6
**Components:** V, S
**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One willing creature/3 levels
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

*You instantly analyze the field of battle, visualizing lines of power connecting you and your allies to tactically viable positions. With a shout, you cause those lines to pull taut.*

This spell instantly teleports a number of willing creatures a short distance with no chance for mishap, as *greater teleport*. Effectively, *tactical teleportation* lets you reposition a number of allies (including yourself, if you choose) around the battlefield. Each creature to be affected must be within range of you, and no creature can be transported farther away from your original position than the range allows. You must have line of sight to all the intended destinations when you cast the spell.

Each subject can bring along held or carried objects as long as their weight doesn't exceed the subject's maximum load.

If any subject would appear in a space occupied by another creature or a solid object, that subject is unaffected by the spell, but the rest of the effect resolves normally.

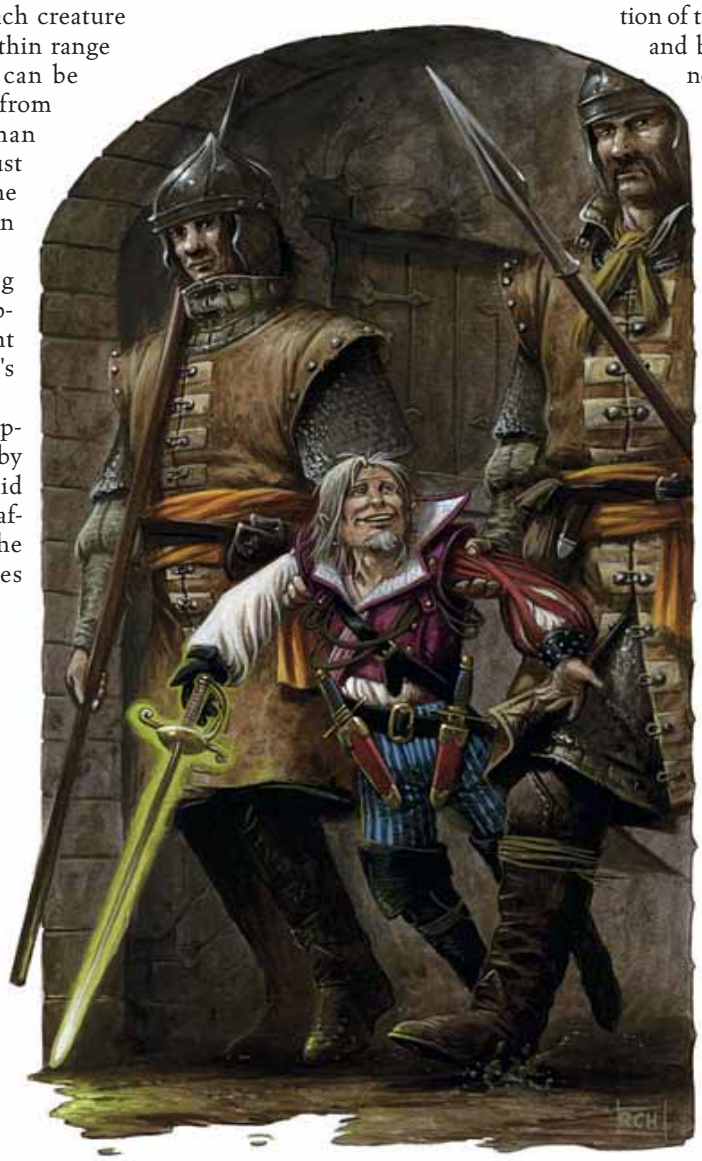
### TENACIOUS DISPELLING

Abjuration
**Level:** Sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target or Area:** One creature or object, or 20-ft.-radius burst
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

*A wave of your hand sweeps away some of the magical effects on your target, but a surge of energy within you wants another try.*

This spell functions as a targeted *dispel magic*.

If you cast *tenacious dispelling* again before the end of your next turn, the second casting can function either as a targeted or area *dispel magic*, and you gain a +2 bonus on dispel checks made as part of the spell.



*Summon weapon is a handy spell to have when negotiations break down*

### TORRENT OF TEARS

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Bard 2, sorcerer/wizard 2, wu jen 2 (water)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature
**Duration:** 5 rounds
**Saving Throw:** Will negates
**Spell Resistance:** Yes

*Tears pour from the subject's eyes, and his body is wracked with sobs.*

You force the subject to cry by drawing forth the water of his tears. For the duration of the spell, the subject is sickened and blinded; a successful Will save negates the effect.

*Material Component:* A single tear.

### TOUCH OF THE GRAVEBORN

Necromancy
**Level:** Sorcerer/wizard 8
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Targets:** Creature or creatures touched (up to one/3 levels)
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial or Will negates
**Spell Resistance:** Yes

*Your hand grows numb and pulses with a deep and sickly radiance, the chill of the grave emanating from it.*

Your melee touch attacks channel negative energy that disrupts the life force of living creatures, dealing 10d6 points of damage. You can use this melee touch attack up to one time per three levels.

Any target that has one or more negative levels also takes 1d6 points of Strength drain; a successful Fortitude save negates this secondary effect.

An undead creature you touch takes no damage or Strength drain, but it must make a successful Will save or be controlled by you (as if you had cast *control undead*) for 1 round per level. You can't control more than one undead creature in this fashion (a second use frees the first controlled undead), and any undead with HD of more than twice your caster level is unaffected.

## TOUCH OF VECNA

Necromancy [Evil, Fear]
**Level:** Sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Living creature touched
**Duration:** 1 round and permanent
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

*Your hand grows cold and darkens with the pulse of negative energy.*

Your touch bestows negative energy on the target, dealing 1d8 points of damage +1 point per caster level (maximum +10) and rendering it shaken for 1 round. (Creatures immune to fear aren't shaken but are still subject to the spell's other effects.) Additionally, the target is permanently paralyzed if it fails a Fortitude save.

Creatures paralyzed in this fashion appear dead, though a DC 20 Spot check or a DC 15 Heal check reveals that they still live. *Dispel magic* doesn't help a creature paralyzed by this spell, though *remove paralysis* or any effect that can remove a curse can free the victim.

## TOUCH OF YEARS

Necromancy
**Level:** Sorcerer/wizard 4
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Living creature touched
**Duration:** 1 day/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

*With a touch, your foe becomes visibly enfeebled, as if a sudden weight of years had dropped onto his shoulders.*

Your touch deals 3 points of drain to the subject's Strength, Dexterity, and Constitution scores; a successful Fortitude save negates this effect and prevents any further harm.

If the subject fails its initial saving throw, it takes another 3 points of drain to its Strength, Dexterity, and Constitution scores each day thereafter as long as the spell lasts. A successful Fortitude save negates this drain, but doesn't end the spell's duration. The ability drain from this spell can be eliminated as normal, but doing this doesn't end the spell's duration.

If you cast this spell on a creature while another casting of touch *of years* is already in effect on it, the second spell doesn't deal ability drain. Instead, a failed initial Fortitude save renders the creature permanently deafened and blinded. These conditions can be removed by normal means (such as *remove blindness/deafness*), but doing this has no effect on the ability drain.

This spell can't be dispelled, but any effect that would remove a curse allows the spellcaster a caster level check (DC 11 + your caster level) to end the spell's duration. This doesn't restore any ability score points already lost.

## TOWERING THUNDERHEAD

Conjuration (Creation) [Air]
**Level:** Druid 9, sorcerer/wizard 9
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Long (400 ft. + 40 ft./level)
**Area:** Cylinder (40-ft. radius, 60 ft. high)
**Duration:** 3 rounds (D)
**Saving Throw:** None
**Spell Resistance:** No

*A cylinder of roiling clouds appears, shot through with punishing winds and sheets of lightning.*

This spell creates an enormous mass of dark clouds that provide concealment as *fog cloud*. Powerful and contrary currents of wind inside the cylinder have the effect of a *wind wall* spell. Movement within the cylinder is hampered; entering an affected square costs 2 squares of movement. You can see and move normally within your own *towering thunderhead* spell (though your ranged attacks are hindered as much as anyone else's).

Any sonic or electricity spell of 7th level or lower cast by a creature within a *towering thunderhead* is automatically empowered (as if affected by the Empower Spell feat, but with no adjustment to the spell's level or casting time). Spells already affected by Empower Spell don't gain this benefit.

## TOXIC TONGUE

Conjuration (Creation)
**Level:** Assassin 3
**Components:** V, S
**Casting Time:** 1 standard
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level

*A sickly black fluid dribbles from the corner of your mouth.*

You gain the ability to create a virulent poison in your mouth. You can then either spit the poison at a foe or apply it to a weapon. In either case, a Fortitude save negates each instance of damage, as normal for poison.

Spitting the poison at a foe requires a standard action and a successful ranged touch attack; the range is 30 feet. In this form, the poison deals 1d3 points of Constitution damage as its initial and secondary damage.

Applying the poison to a weapon requires a swift action (and requires you to touch the weapon). This form of the poison deals 1d6 points of Constitution damage as its initial and secondary damage. You can apply the poison either to a manufactured or natural weapon, including your own bite attack (if you have one). The poison remains on your weapon until you make a successful attack or until the spell's duration ends, whichever comes first.

Each dose of poison you create reduces the remaining duration of the spell by 1 minute. The poison has no effect if ingested.

## TRANSCEND MORTALITY

Transmutation
**Level:** Wu jen 9
**Components:** V, S
**Casting Time:** 1 immediate action

**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)

*You feel your body surge with mystic power that rivals that of the gods themselves.*

*Transcend mortality* was created as a last-ditch effort, a spell to use when all other options have failed. For the duration of the spell, you are all but indestructible. You gain the following benefits:

- Damage reduction 30/epic.
- Spell resistance equal to 21 + you caster level.
- Acid, cold, electricity, fire, and sonic resistance 50.
- Immunity to ability damage, disease, energy drain, poison, and death effects.
- +10 enhancement bonus on all saving throws.
- You do not need to eat, drink, or breathe.

Although this spell makes you effectively unkillable for the duration, that comes at a horrific price. You gain these benefits by using up all your remaining life force. When the spell ends, you are instantly slain and reduced to a pile of dust (as *disintegrate*). This effect allows no save and can't be prevented by any means, though you can be *resurrected* normally afterward.

## TRUE CASTING

Divination
**Level:** Sorcerer/wizard 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** One spell

*You focus your magic deep in your sold until it becomes a torrent that must be unleashed.*

Your next single spell (if it is cast before the end of the next round) gains a +10 insight bonus on any caster level check made to overcome spell resistance.

## UNICORN BLOOD

Transmutation (Good)
**Level:** Druid 5, sorcerer/wizard 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 10 minutes/level (D) or until expended

*The power and purity of the unicorn surge through your veins.*

While this spell lasts, you gain immunity to poison and to compulsion and charm spells or effects.

Once while the spell lasts, you can use a swift action to bestow temporary hit points equal to your caster level (maximum 15) to another willing creature you touch. This ends the duration *of unicorn blood* on you, though the temporary hit points last for the remainder of the original duration of the spell. You can't use this ability on yourself.

If you are under the *effect* of this spell and the *unicorn horn* spell at the same time, you instead bestow temporary hit points equal to twice your caster level (maximum 30).

## UNICORN HEART

Transmutation (Good)
**Level:** Druid 7, sorcerer/wizard 7
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D) or until expended

*Your heart beats with the power of the unicorn.*

This spell gives you a land speed of 60 feet. You gain a +4 enhancement bonus on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

Once while the spell lasts you can instantly transport yourself, all objects that you carry (up to your maximum load), and one other creature you touch up to 360 feet as a swift action. The creature you transport does not count against your weight limit, but it too can't carry more than its maximum load. A familiar, special mount, or animal companion does not count against your weight limit or the single creature you can transport. You are free to act after transporting, assuming you have not used your actions for the round prior to transporting. Except as noted here, this effect works like a *dimension door* spell. Transporting in this fashion ends the spell's duration.

If you are under the effect of this spell and the *unicorn blood* spell at the same time, this spell also creates a *magic circle against evil* effect, which is centered on you.

If you are under the effect of this spell and the *unicorn horn* spell at the same time, you can use the horn to smite evil, dealing an extra 1 point of damage per level (maximum +20). You can smite evil only once per casting of *unicorn horn*.

If you are the under the effect of this spell, *unicorn blood*, and *unicorn horn* at the same time, you gain damage reduction 5/evil.

## UNICORN HORN

Transmutation (Good)
**Level:** Druid 3, sorcerer/wizard 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Effect:** One horn that sprouts from your forehead
**Duration:** 1 minute/level (D) or until expended

*A horn like a unicorn's sprouts from your forehead.*

When you complete this spell, you grow a single horn about as long as your forearm from your forehead. As a standard action, you can use this horn to make a single gore attack as a natural weapon. A hit from the horn deals 1d8 points of piercing damage (if you are Medium) plus 1-1/2 times your Strength bonus. The horn overcomes damage reduction as if it were a magic weapon.

Alternatively, you can use the horn in a charge attack. In this case, you deal double damage when you hit, or triple damage on a critical hit.

As a swift action while the spell lasts, you can invoke the power of good. Doing this gives the horn a +3 enhancement bonus on attack rolls and damage rolls, allows it to overcome damage reduction as if it were good-aligned, and makes it deal an extra 3d6 points of damage against any evil-aligned creature of the following types: fey, giant, magical

beast, or outsider. This effect lasts for 1 round, after which the spell's duration ends.

If this spell is in effect when you cast *unicorn blood* or *unicorn heart*, the combined magic has an enhanced effect. See those spells for details.

### UNSEEN STRIKE

Illusion (Glamer)
**Level:** Assassin 4, hexblade 4
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D)

*You strike your foe, then immediately fade from sight.*

This spell has no immediate effect upon you. However, the next time you deliver a successful melee attack, you instantly turn invisible (as the *invisibility* spell). If you do not make a successful melee attack within 1 hour per level of casting the spell, the effect ends.

### UNYIELDING FORM OF INEVITABLE DEATH

Transmutation (Polymorph)
**Level:** Sorcerer/wizard 8
**Components:** V, S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)

*Your flesh turns into solid onyx, and your muscled fists crackle with the unbridled power of thunder and lightning.*

You take the form of a marut (MM 159), including the full plate armor normally worn by such a creature. You gain 50 temporary hit points, which disappear at the end of the spell's duration. You can use each of the marut's at-will spell-like abilities (such as *dimension door*) once per casting of the spell, but you don't gain access to any of the marut's 1/day or 1/week spell-like abilities (such as *chain lightning* or *earthquake*). See the Polymorph Subschool sidebar on page 91 for more details.

### VECNA MALEVOLENT WHISPER

Enchantment (Compulsion) [Death, Mind-Affecting]
**Level:** Sorcerer/wizard 4
**Components:** V
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One living creature that has 10 hit points or fewer
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

*You whisper a horrific word of power that rends the soul of your subject.*

A weaker (and perhaps older) variant of the *power word* spells, this horrible malediction was supposedly created by the Whispered One himself, long before his ascension to godhood. The subject of the spell is reduced to –9 hit points (no roll to check for becoming stable is necessary).

### VIGILANT SLUMBER

Divination
**Level:** Assassin 1, bard 1, sorcerer/wizard 1
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Personal
**Target:** You
**Duration:** 12 hours or until awakened

*Even as you prepare for sleep, you feel a strange alertness in the back of your mind.*

You set a specific condition under which you automatically wake up. This condition might be anything from "If any Tiny or larger creature comes within 10 feet of me" to "When the moon is at its zenith." The condition must be something that you would normally be able to observe if you were awake. Thus, you can't set the spell to wake you when something happens elsewhere, or when an *invisible* foe sneaks into your campsite. You awaken fully alert and ready for action.

### VITAL STRIKE

Divination
**Level:** Assassin 3
**Components:** S
**Casting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** One attack

*You suddenly see two versions of your target, one a split second ahead of the other, allowing you to target the holes in his defenses.*

You gain temporary, intuitive insight into the actions of your foes. Your next single attack roll (if it is made before the end of the next round) is considered a sneak attack, even if your foe is neither flat-footed nor flanked. This spell does not allow you to sneak attack creatures normally immune to such attacks, nor does it allow you to make use of other abilities—such as certain feats—that deal ability damage, or otherwise grant you extra benefits, when you make a sneak attack.

*"Power? Wizards know nothing of power. Yes, they have their rituals and books, but take that away and what remains? They only use magic. I am magic. Take from me and you only invoke my wrath. Then, and only then will you see real power."*

—Hennet the sorcerer

## NEW WARLOCK INVOCATIONS

### LEAST INVOCATIONS

**All-Seeing Eyes:** As *comprehend languages* on written material, bonus on Search and Spot checks.
**Call of the Beast:** Speak with animals and influence their behavior.
**Hammer Blast:** *Eldritch blast* deals normal damage to objects.
**Otherworldly Whispers:** Gain bonus on Knowledge checks.
**Serpent's Tongue:** Gain the scent ability, +5 bonus on saves against poison.

**Soulreaving Aura:** As *reaving aura**, plus gain temporary hit points if nearby creature dies.
**Swimming the Styx:** Gain swim speed and ability to breathe water.

### LESSER INVOCATIONS

**Baneful Blast:** *Eldritch* blast deals extra damage against specified creature type.
**Cold Comfort:** You and nearby allies protected by *endure elements.*
**Crawling Eye:** Your eye leaves your head and grows spidery legs, enabling it to scout for you.
**Disembodied Hand:** Detach one of your hands and send it forth to manipulate objects or attack.
**Mask of Flesh:** Touch attack imposes 1d6 Cha penalty and transforms you to look like target.
**Relentless Dispelling:** As targeted *dispel magic,* with additional targeted *dispel magic* the next turn.
**Witchwood Step:** Walk on water and move through some obstacles unimpeded.

### GREATER INVOCATIONS

**Caustic Mire:** Acidic sludge slows progress, deals damage.
**Hellspawned Grace:** Transform into a hellcat for 1 round/2 warlock levels.
**Hindering Blast:** Target of your *eldritch blast* must succeed on a Will save or be *slowed* for 1 round.
**Nightmares Made Real:** Create illusory terrain that damages foes and allows you to hide.
**Painful Slumber of Ages:** Creature falls asleep, takes damage when awakened.

### DARK INVOCATIONS

**Binding Blast:** Target of your *eldritch blast* must make Will save or be stunned for 1 round.
**Caster's Lament:** Your touch can *break enchantment,* and you can counterspell.
**Steal Summoning:** Take control of another caster's summoned monster.

## INVOCATION DESCRIPTION

The warlock invocations below are presented in alphabetical order.

### ALL-SEEING EYES

**Least; 2nd**

You gain a supernaturally precise vision of the world around you. You gain the benefits of *comprehend languages,* albeit for written words only. Additionally, you gain a +6 bonus on Search and Spot checks. *All-seeing eyes* lasts for 24 hours.

### BINDING BLAST

**Dark; 7th; Eldritch Essence**

You transform *your eldritch* blast into a *binding blast.* Any creature struck by a *binding blast* must succeed on a Will save or be stunned for 1 round. This is a mind-affecting effect.

### BANEFUL BLAST

**Lesser; 3rd; Eldritch Essence**

You transform your *eldritch blast* into a *baneful blast.* This blast deals an extra 2d6 points of damage against creatures of a specific type. You must select the creature type when you first gain this invocation, and you can't later change your mind (though you can take this invocation more than once, choosing a new creature type each time). You choose your creature type from the categories offered for a ranger's favored enemy (PH 47), including a subtype if you choose humanoid or outsider.

### CALL OF THE BEAST

**Least; 2nd**

You gain a rapport with the beasts of the world. You gain the wild empathy ability as a druid of your warlock level and can communicate with animals as if under the effect of *speak with animals.* This invocation lasts for 24 hours.

### CASTER'S LAMENT

**Dark; 8th**

You can produce a *break enchantment* effect (as the spell) with your touch. You can only attempt to affect any single magical effect—an ongoing spell, a permanent transformation, a magic item, or the like—once per 24-hour period.

In addition, you can use *casters lament* to counterspell another caster's spell (of 7th level or lower) as if casting *greater dispel magic.*

### CAUSTIC MIRE

**Greater; 4th**

You can use *caustic mire* as the spell (see page 98). If you use this invocation a second time while a previous *caustic mire* is still present, the previous effect ends.

### COLD COMFORT

**Least; 2nd**

Your unnatural aura renders you partly immune to the ravages of the environment. You remain cool in hot weather and warm in cold weather, as the spell *endure elements.* Additionally, you radiate a small aura of warmth or cold; allies within 30 feet of you also benefit from this effect. This invocation lasts for 24 hours.

### CRAWLING EYE

**Lesser; 3rd**

One of your eyes leaves your head and sprouts spidery legs. You can see through the eye no matter where it goes, so you can use it to scout or spy. The eye can't crawl of its own volition, but you can direct it to move or climb up to 20 feet as a move action. Its Climb modifier is equal to your warlock level +8. You can direct a crawling eye in your space to climb back into your eye socket as a move action.

When you use this invocation, your current and full normal hit point totals are reduced by 2 for as long as the eye is detached. The eye is considered a Fine creature with AC 20 and 2 hit points. Its Hide and Move Silently modifiers are equal to your warlock level. For all other purposes, its statistics are equal to yours.

You can't cast most invocations or spells through the eye, but any spells or invocations that affect your sense of sight—such as *devil's sight, all-seeing eyes,* or *detect magic*—function through the eye as though it was still attached.

If your *crawling eye* is destroyed, you are dazzled for 1d4 hours, during which time the eye regrows. (If you normally have only one eye, you are blinded instead.) At the end of this period, you regain the 2 lost hit points, and the dazzled condition ends.

Only one of your eyes can be used for *crawling eye* at any time; if your *crawling eye* is destroyed, you can't use this invocation again until your eye regrows.

### DISEMBODIED HAND

**Lesser; 4th**

One of your hands drops off at the wrist and floats in the air. You can use the hand in all ways as if it were still attached—manipulating items, delivering attacks with a light or one-handed weapon, or even delivering a touch attack with a spell or invocation that you cast before it detaches. However, it requires you to expend the same action that would have been required—picking up an item takes a move action, making an attack takes a standard action, and so forth. The hand flies rather than crawls, but it can't move on its own. You can move the hand up to 30 feet through the air as a move action. You can direct a disembodied hand in your space to reattach to your arm as a move action.

When you use this invocation, your current and full normal hit point totals are reduced by 5 for as long as the hand is detached. The hand is considered a Diminutive creature with AC 20 and 5 hit points. Its Hide and Move Silently modifiers are equal to your warlock level. For all other purposes, its statistics are equal to yours.

If your *disembodied hand* is destroyed, it regrows in 1d4 hours. At the end of this period, you regain the 5 lost hit points.

Only one of your hands can be used for *disembodied hand* at any time; if your *disembodied hand* is destroyed, you can't use this invocation again until your hand regrows.

### HAMMER BLAST

**Least; 2nd; Eldritch Essence**

You transform your *eldritch blast* into a *hammer blast*. The *blast* deals normal damage to objects, rather than half.

### HELLSPAWNED GRACE

**Greater; 6th**

You take on the form and statistics of a hellcat (MM 54) for a number of rounds equal to 1/2 your warlock level. This is a polymorph effect (see page 91).

If reduced to 0 or fewer hit points while in hellcat form, you can't use this invocation again for 1 hour.

### HINDERING BLAST

**Greater; 4th; Eldritch Essence**

You transform your *eldritch blast* into a *hindering blast*. Any living creature struck by a *hindering blast* must succeed on a Will save or be *slowed* for 1 round in addition *to* the normal damage from the blast.

### MASK OF FLESH

**Lesser; 3rd**

Make a touch attack against a living creature of your size category. If you succeed, your physical appearance (including garb) changes to match his, as *disguise self*.

In addition, when you use this invocation you can choose to bestow a –1d6 penalty to the touched creature's Charisma score. This penalty can't reduce the creature's Charisma below 1.

A successful Will save by the target negates both effects. A creature that successfully saves can't be affected by your *mask of flesh* for 24 hours.

Both effects last for 1 hour per warlock level; if you dismiss the invocation, both effects end.

### NIGHTMARES MADE REAL

**Greater; 5th**

You can use *nightmare terrain* as the spell (see page 111). In addition to the normal effect, all creatures within the area at the start of your turn take 1d6 points of damage if they do not succeed on Will saves to disbelieve the effect.

If you use this invocation a second time while a previous *nightmares made real* is still present, the previous effect ends.

### OTHERWORLDLY WHISPERS

**Least; 2nd**

You hear whispers in your ears, revealing secrets of the multiverse. You gain a +6 bonus on Knowledge (arcana), Knowledge (religion), and Knowledge (the planes) checks for 24 hours.

### PAINFUL SLUMBER OF AGES

**Greater; 6th**

You can use *endless slumber as* the spell (see page 103). Any creature awakened from this effect by anything other than a successful save takes damage equal to your warlock level (no save).

### RELENTLESS DISPELLING

**Lesser; 4th**

You can use the targeted version of *dispel magic*, as the spell. The round after you use this invocation, the target of the effect is subjected to another targeted *dispel magic* at the start of your turn (with no additional action required on your part).

### SERPENT'S TONGUE

**Least; 2nd**

Your tongue transforms into that of a serpent, and you gain the scent ability (MM 314). Additionally, you gain a +5 bonus on saves against poison. This invocation lasts for 24 hours.

### SOULREAVING AURA

**Least; 2nd**

You can use *reaving aura* as the spell (see page 114). In addition to the normal effect, if any creature within 10 feet of you dies, you gain temporary hit points equal to its HD (maximum 10) for 1 round.

### STEAL SUMMONING

**Dark; 6th**

You can use *steal summoning* as the spell (see page 118).

### SWIMMING THE STYX

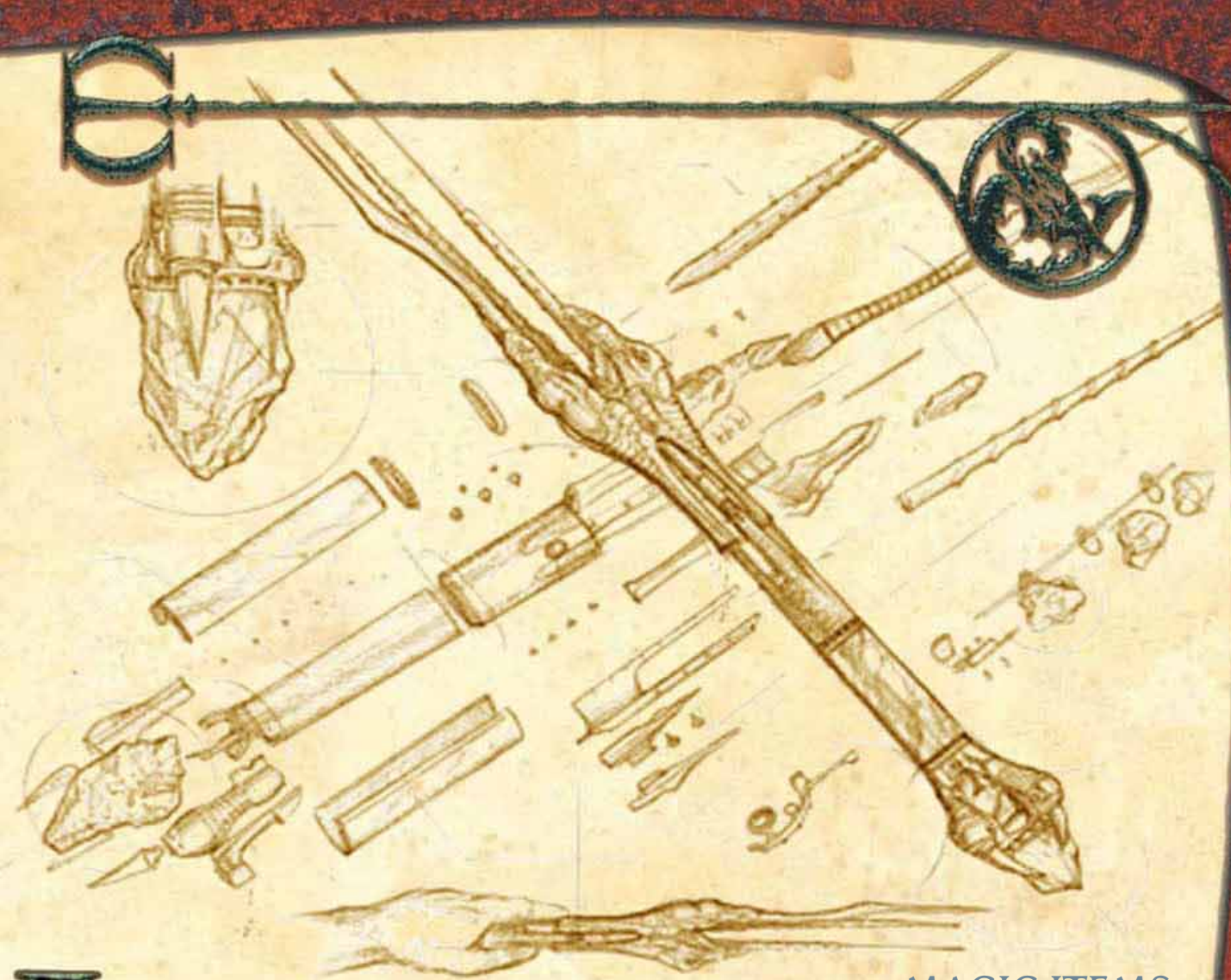
**Least; 2nd**

By channeling the fiendish and infamous river, you become an aquatic creature. Your hands and feet become slightly webbed, granting you a swim speed equal to your base land speed (and all other benefits derived from a swim speed, including a +8 racial bonus on Swim checks; see MM 311). You gain the ability to breathe water as well as air. This invocation lasts for 24 hours.

### WITCHWOOD STEP

**Lesser; 3rd**

Your footsteps become supernaturally sure and supportive. Your movement is unaffected by undergrowth or rubble of any kind, and you are immune to being entangled. You can even walk on water, as the *water walk* spell. This invocation lasts for 24 hours.



For all their impressive power, the spells wielded by sorcerers and wizards, wu jen and bards, are arguably not the tools with which they have most widely and drastically influenced their worlds. Those tools are instead the various arcane items they create, the devices and implements of uncanny ability, that represent their greatest legacy. With the proper items, a soldier can slay the fiercest opponent, a king rule the most chaotic nation, or an artisan create a supernaturally wondrous masterpiece. Only a select few can cast spells, but arcane items allow anyone to wield the power of magic.

Although many of them rely heavily on the rules, spells, and philosophies introduced in this work, the magic items presented here are not relegated strictly to use by arcanist characters. Many do, indeed, augment the power of spellcasters, but others function for anyone fortunate or wealthy enough to acquire them. Included as well are magic items usable only by individuals who are trained in certain techniques, represented by specific feats or class features.

Arcanists might have the most to gain from the items described below, but any character—wizard or cleric, fighter or rogue, warlock or favored soul—can find tools to make her adventuring skills that much more effective.

## MAGIC ITEMS

Even though alchemical items (see page 134) allow nonspellcasters to carry useful tools, and alternative components potentially increase an arcanists power, it is the true magic item that still whets every adventurer's appetite and that stands at the culmination of great quests to aid legendary heroes in their endeavors,

The following items should add to the excitement and depth of any campaign, either as treasures sought by the PCs or as weapons wielded against them by the hands of villains. Basic information for all the abilities and items described here can be found in Chapter 7 of the *Dungeon Master's Guide*.

*"Tricks and cheap disguises can only take you so far, I surpassed such mundane methods years ago. There is no place I cannot go, no lock I cannot bypass, no guard I cannot evade. I can slip into your shadow with a whisper and snatch your life without breaking stride."*

**—Darkblade the assassin**

## RINGS

### Deadwalker's Ring

This ring empowers your created undead.

**Description:** A *deadwalker's ring* is carved from humanoid bone. It always feels faintly cold to the touch.

Whenever the *ring* is active, it rotates around the wearer's finger of its own accord and gives off faint creaking sounds, like the clacking of the walking dead.

**Activation:** You must wear a *deadwalker's* ring for at least 24 consecutive hours in order for it to function. It requires no specific action to activate. Instead, it automatically functions each time you cast a spell that creates undead, up to a maximum of three times per day.

**Effect:** While you wear the ring, any undead you create by a spell (such as *animate dead*) gain +2 hit points per HD. This benefit doesn't stack with the extra hit points granted by the *desecrate* spell.

**Aura/Caster Level:** Moderate necromancy. CL 7th.

**Construction:** Forge Ring, *animate dead* or *desecrate*, 2,000 gp, 160 XP, 4 days.

**Price:** 4,000 gp.

### Ring of Arcane Supremacy

This simple but potent ring enables you to more effectively penetrate your foe's spell resistance.

**Description:** This ornate silver ring resembles a serpentine dragon consuming its own tail, in the classic ouroboros position.

The band feels slightly warm to the touch, and the dragon's eyes gleam brightly any time the wearer casts a spell.

**Activation:** A *ring of arcane supremacy* requires a free action to activate. You must declare that you are using the ring's power before the DM declares whether your caster level check (see Effect, below) results in success or failure. It functions up to three times per day, but not more than once per round.

**Effect:** The *ring* grants its wearer the ability to reroll a caster level check made to overcome spell resistance with an arcane spell or invocation. You must take the result of the reroll, even if it's worse than the original roll.

**Aura/Caster Level:** Faint abjuration. CL 3rd.

**Construction:** Forge Ring, *true casting* (page 121), 6,000 gp, 480 XP, 12 days.

**Price:** 12,000 gp.

### Ring of Enduring Arcana

Well loved by casters who expect to face rivals with similar abilities, a *ring of enduring arcana* renders your spells more resistant to dispelling.

**Description:** This ring is actually a webwork lattice of gold and mithral that takes up most of the length of the finger. (It is jointed in the middle to allow full movement.) The lattice seems to shift and flow any time the wearer casts a spell.

**Activation:** A *ring of enduring arcana* remains active constantly, as long as it is worn. When first donned, however, it requires 24 hours to acclimate to the wearer before it functions.

**Effect:** You are considered four levels higher than your actual caster level whenever another character attempts to dispel or counter one of your spells.

**Aura/Caster Level:** Moderate abjuration. CL 9th.

**Construction:** Forge Ring, *dispel magic*, 3,000 gp, 240 XP, 6 days.

**Price:** 6,000 gp.

*Left to right: ring of arcane supremacy, ring of enduring arcana, ring of instant escape*

### Ring of Instant Escape

This potent item allows the wearer to avoid major destructive magic, as well as fooling the enemy into believing they have wounded or slain him.

**Description:** This ring is constructed of thin wires—gold and black iron—wound around each other over and over into a nearly solid band.

When activated, and for 1d4 rounds thereafter, the ring feels as though it is writhing against the skin, as if the wires were constantly sliding over and through each other.

**Activation:** A *ring of instant escape* requires an immediate action to activate. The *ring* functions only once per day and resets at midnight.

**Effect:** When you are subject to a harmful effect that allows a Reflex save to reduce or negate *it* (such as a *fireball* or a dragon's breath), you can activate a *ring of instant escape* to be instantly transported elsewhere, as per *dimension door* (PH 221), although the range is limited to 40 feet. This occurs just before the effect resolves, so you are unaffected by it (assuming your destination is outside the area of the effect).

**Aura/Caster Level:** Moderate conjuration. CL 7th. (A ring of *elusive escape*, described below, also radiates moderate illusion.)

**Construction:** Forge Ring, *dimension door*, 9,000 gp, 720 XP, 18 days.

**Variants:** The rare *ring of elusive escape* also turns you invisible (as the *invisibility* spell) and leaves behind a *major image*

**Table 5–1: New Rings**

| Ring | Market Price |
|---|---|
| *Deadwalker's ring* | 4,000 gp |
| *Spell guard rings* | 4,000 gp |
| *Ring of enduring arcana* | 6,000 gp |
| *Ring of arcane supremacy* | 12,000 gp |
| *Ring of mighty summons* | 14,000 gp |
| *Ring of instant escape* | 18,000 gp |
| *Ring of elusive escape** | 32,000 gp |

*Described under *ring of instant escape*

(PH 254) of yourself. Both of these effects last for 1 round. The image looks as though it has taken damage from the harmful effect and reacts appropriately to further attacks as well, as though you were concentrating on it for the length of its duration. (Requires *invisibility* and *major image*, +7,000 gp, +560 XP, + 14 days.)

**Price:** 18,000 gp (*instant escape*), 32,000 gp (*elusive escape*).

### Ring of Mighty Summons

This ring enhances summoned creatures, making them as tough as possible, but at the cost of a reduced "life span."

**Description:** A *ring of mighty summons* is an ornate gold band, carved with tiny images of many creatures and the representations of all four elements. Its surface is rough to the touch.

Whenever the ring is active, the images carved on it seem to twist and move as though alive, and the item smells faintly of ozone.

**Activation:** A *ring of mighty summons* requires no specific action to activate, merely an act of will made as part of casting a summoning spell. It functions up to three times per day.

**Effect:** When you use this ring while casting a summoning spell, any creature you summon with the spell has maximum hit points per Hit Die. However, the duration of the spell is halved (to a minimum of 1 round).

**Aura/Caster Level:** Moderate conjuration. CL 6th.

**Construction:** Forge Ring, Augment Summoning, Spell Focus (conjuration), *summon monster* III or *summon natures ally* III, 7,000 gp, 560 XP, 14 days.

**Price:** 14,000 gp.

*Rod of eldritch power*

### Spellguard Rings

This pair of rings allows a spellcaster to designate an ally temporarily immune to his magic.

**Description:** Both of a pair of *spellguard rings* are ornate bands; one is forged of gold, the other of bronze. Draconic writing around the interior of both rings translates roughly as "Let no friend of mine ever feel the sting of my magic."

**Activation:** A spellcaster activates the power of *spellguard rings* as a free action in conjunction with casting a spell. They function up to three times per day.

**Effect:** In order for them to function, both *spellguard rings* must be worn—the gold ring by a spellcaster, the bronze one by anyone else. When the rings are activated, the wearer of the bronze ring becomes immune to any spell cast by the wearer of the gold ring, as long as that spell is cast within 1 round.

The rings can be useful for pulling off certain tactical maneuvers, such as letting the spellcaster lob a *fireball* into the midst of a horde of orcs, even though his paladin companion stands right in the center of them.

The construction costs and price below are for a pair of matched rings. If one ring of a pair is lost or destroyed, the other becomes useless.

**Aura/Caster Level:** Moderate abjuration. CL 7th.

**Construction:** Forge Ring, *Otiluke's suppressing field* (page 112), 2,000 gp, 160 XP, 4 days.

**Price:** 4,000 gp.

## RODS

### Rod of Eldritch Power

Beloved by warlocks, these rods augment the user's *eldritch blast.*

**Description:** Although the various types of *rods of eldritch power* vary somewhat in appearance, they are all made of black iron. They average 2 feet in length and are carved to resemble the straightened spine of a demonic creature. A sculpted fiendish or feylike head, clearly too small for the spine, protrudes from one end.

When the rod is used, the wielder's *eldritch blast* comes from the carved eyes and mouth of the sculpted head, rather than from his hand.

**Activation:** A *rod of eldritch power* requires a swift action to activate. It functions five times per day.

**Effect:** Each *rod of eldritch power* has one invocation—either a blast shape invocation or an eldritch essence invocation—contained within it. You can will it to apply this invocation to any *eldritch blast* you fire while holding it. This allows you to make use of blast shape or eldritch essence invocations you might not normally have, but it does not change the normal restriction that only one invocation of each type can be applied to any given blast.

**Aura/Caster Level:** Varies by equivalent level of the invocation.

*Least:* Faint, no school. CL 1st.
*Lesser.* Moderate, no school. CL 6th.
*Greater.* Moderate, no school. CL 11th.
*Dark:* Strong, no school. CL 16th.

**Table 5–2: New Rods**

| Rod | Market Price |
|---|---|
| *Rod of eldritch power, least* | 4,000 gp |
| *Warbringer's rod* | 8,312 gp |
| *Rod of spell channeling, lesser* | 9,000 gp |
| *Rod of shadowblending* | 9,000 gp |
| *Rod of spellholding* | 9,000 gp |
| *Rod of elemental might* | 9,600 gp |
| *Rod of magical precision* | 12,000 gp |
| *Rod of eldritch power, lesser* | 16,000 gp |
| *Rod of many wands* | 27,000 gp |
| *Rod of spell channeling* | 32,000 gp |
| *Rod of eldritch power, greater* | 36,000 gp |
| *Rod of eldritch power, dark* | 64,000 gp |
| *Rod of spell channeling, greater* | 73,000 gp |

**Construction:** Craft Rod, plus whichever invocation is attached to the rod. The precise costs depend on the grade of the invocation within the rod.

*Least:* 2,000 gp, 160 XP, 4 days.

*Lesser:* 8,000 gp, 640 XP, 16 days.

*Greater:* 18,000 gp, 1,440 XP, 36 days.

*Dark:* 32,000 gp, 2,560 XP, 64 days.

**Weight:** 3 lb.

**Price:** 4,000 gp (least), 16,000 gp (lesser), 36,000 gp (greater), 64,000 gp (dark).

## Rod of Elemental Might

Coveted by wu jen everywhere, a *rod of elemental might* grants you mastery of an additional element.

**Description:** R*ods of elemental might* are long, slender rods, inscribed with ancient symbols of power. The substance of which they are made depends on the element over which they grant mastery: heavy crystal for air, marble for earth, obsidian for fire, coral for water, and mahogany for wood.

**Prerequisite:** A *rod of elemental might* functions only for wu jen (or another character with the elemental mastery class feature).

**Activation:** A *rod of elemental might* functions as long as you hold it with at least one hand. It requires no activation.

**Effect:** You gain the benefits of elemental mastery (+2 effective caster level when casting spells of that element, and a +2 competence bonus on saves against spells of that element) applied to whichever element the rod represents. This benefit is in addition to whichever elemental mastery you already possess. If you are already a master of the rod's element, the item grants you no further benefits.

**Aura/Caster Level:** Moderate, no school. CL 17th.

**Construction:** Craft Rod, creator must be a wu jen with mastery of the relevant element, 4,800 gp, 384 XP, 10 days.

**Weight:** 3 lb.

**Price:** 9,600 gp.

## Rod of Magical Precision

A boon to all casters but particularly to combat-focused arcanists, this item improves your accuracy with magical ranged attacks.

**Description:** A *rod of magical precision* is a slender rod, almost wandlike in appearance. Runes and arcane symbols travel up the rod in a spiral pattern, culminating in one great rune printed on the tip.

When the rod is active, the runes pulse with energy, starting at the handle and working up to the top. The spell appears to emanate from the rod rather than from your own hand.

**Activation:** The primary function of a *rod of magical precision* works as long as you hold the item in one or both hands, requiring no action to activate. It has no limit on daily uses.

The secondary function of the rod requires no specific action to activate, merely an act of will made as part of casting a spell. It functions up to three times per day.

**Effect:** While you are holding a *rod of magical precision,* any ranged attack you make with a spell or spell-like ability at an opponent engaged in melee does not take the standard –4 penalty on your attack roll.

In addition, you can choose for your spell or spell-like ability to ignore the miss chance granted to a target by concealment or total concealment. In the case of a target that has total concealment, you must still aim at the correct square.

**Aura/Caster Level:** Faint divination. CL 3rd.

**Construction:** Craft Rod, *true strike,* 6,000 gp, 480 XP, 12 days.

**Weight:** 1 lb.

**Price:** 12,000 gp.

## Rod of Many Wands

This device, perhaps one of the stranger rods ever created, allows you to utilize more than one wand at a single time.

**Description:** A *rod of many wands* is made of steel and constructed in two distinct parts. The handle end, wrapped in leather, is roughly as thick as the handle of a mace, while the top end is roughly twice that in diameter. Each makes up about half the length of the rod. The upper end contains three depressions running down its length, each one designed to hold a wand in place.

**Activation:** In order to make use of a *rod of many wands,* you must first load it with as many as three wands you wish to use. Each wand requires a full-round action to load (or a move action to remove). After one or more wands are loaded into the rod, they can all be activated by a single command word unique to the rod. This utterance is a complex phrase in Draconic, and speaking it requires a full-round action, rather than the standard action normally required for command word activation.

**Effect:** With this rod, you can trigger multiple wands at once. Although you are not required to fill all three depressions, you cannot selectively activate the wands that you have loaded; activating the rod triggers every wand connected to it. This process drains a number of charges from each wand equal to the number of wands loaded into the rod. For instance, if you have fully loaded the rod, each use drains three charges from each wand.

**Aura/Caster Level:** Moderate, no school. CL 17th.

**Construction:** Craft Rod, Craft Wand, 13,500 gp, 1,080 XP, 27 days.

**Weight:** 5 lb.

**Price:** 27,000 gp.

## Rod of Shadowblending

This strange and mysterious tool infuses the wielder's illusions with the stuff of shadow, making them almost real.

**Description:** A *rod of shadowblending* is roughly 2 feet in length, but it would likely be a full 3 if it were straight. It resembles a gnarled branch, with odd kinks and twists, but is in fact made of a dark metal that absorbs light rather than reflects it.

When the rod is activated, a black smoke seeps out of both ends of it, swiftly dissipating mere inches from the metal.

**Activation:** A *rod of shadowblending* requires a swift action to activate. You must take advantage of its power within 2

rounds of activation, or the charge dissipates and you must activate it again. It can be activated up to three times per day.

**Effect:** A *rod of shadowblending* infuses your normal illusions with shadow, making them partially real. This effect allows you to transform any casting of either *minor image* or *major image* into a casting of *shadow conjuration*, and any casting of *major image* into *shadow evocation*.

**Aura/Caster Level:** Moderate illusion. CL 9th.

**Construction:** Craft Rod, *shadow evocation*, *shadow conjuration*, 4,500 gp, 360 XP, 9 days.

**Weight:** 3 lb.

**Price:** 9,000 gp.

## Rod of Spell Channeling

Sought by those who share a link with a familiar, a *rod of spell channeling* allows you to deliver spells other than touch spells through your companion.

**Description:** A *rod of spell channeling* appears to be a short wooden or bone shaft, with numerous animalistic shapes and symbols engraved up and down its length.

Upon activation, the rod hums very lightly, duplicating the call of the species to which your familiar belongs.

**Activation:** Activating a *rod of spell channeling* is a free action that you take as you cast the spell to which you wish to apply its effects. Your familiar must be within 60 feet, and you must have line of sight to it. The rod can be used three times per day.

**Effect:** You can cast any spell with a range greater than touch or 0 feet with its source as your familiar, rather than from your own person.

If the spell affects one or more targets, both you and your familiar must have line of sight to any target selected.

For all other purposes (including attack rolls, save DCs, and so on), treat the spell as if you were the caster.

You can apply this effect to spells of 3rd level or lower if using a *lesser rod of spell channeling*, to spells of 6th level or lower if using a normal *rod of spell channeling*, and to spells of 9th level or lower if using a *greater rod of spell channeling*.

**Aura/Caster Level:** Strong, no school. CL 17th.

**Construction:** Craft Rod, must have a familiar, 4,500 gp, 360 XP, 9 days (lesser); 16,250 gp, 1,300 XP, 33 days (normal); 36,500 gp, 2,920 XP, 73 days (greater).

**Weight:** 2 lb.

**Price:** 9,000 gp (lesser), 32,500 gp (normal), 73,000 (greater).

## Rod of Spellholding

This small item acts as a repository of magic, allowing the wearer to "hold" a touch spell while casting other spells, or even to touch other individuals without triggering the spell.

**Description:** A *rod of spellholding* is unusually small for a rod; it is only about 1 foot in length and a little over 1 inch in circumference. A series of tiny symbols that spiral up the length of the rod is revealed, on close inspection, to be a chain of linked hands.

**Activation:** A *rod of spellholding* requires a swift action to activate. This action must be taken in the same round when you cast the touch spell you wish the rod to "hold." The rod can hold only a single spell at a time.

**Effect:** You can hold a touch spell in the rod, allowing you to cast other spells or to touch other creatures, without triggering the spell. (Normally, you cannot cast other spells while holding a touch spell, and any creature you touch suffers the effect.) You can use the held spell by using a standard action and making a melee touch attack; the held spell is expended if you succeed on your attack roll, and it has the normal effect. The rod cannot hold a spell indefinitely, however; the spell fades in 6 minutes if you have not already used it. The spell is also lost if the *rod of spellholding* ever leaves your hands.

**Aura/Caster Level:** Moderate, no school. CL 6th.

**Construction:** Craft Rod, 4,500 gp, 360 XP, 9 days.

**Weight:** 1 lb.

**Price:** 9,000 gp.

## Warbringer's Rod

A boon to warriors everywhere, a *warbringer's rod* allows soldiers and fighters to mystically augment their abilities without waiting for assistance from an allied spellcaster.

**Description:** A *warbringer's rod* is a heavy bar of iron with a steel head at the top. The head is flanged, allowing it to function as a mace.

When one of the rod's magical abilities is activated, the handle grows warm, and the wielder hears a battle cry reverberating in his head.

**Activation:** The normal enhancement bonus of a *warbringer's rod* and the feat-related benefit require no activation to function.

The spell effects contained within a *warbringer's rod* require a command word to activate; this takes a standard action. The specific words vary from rod to rod, but include phrases such as "Grant me strength!" and "Let blood flow!"

Once it is activated, a *warbringer's rod* cannot be activated again until an arcane spell of 3rd level or higher has been placed into it (much as the way a *ring of spell storing* functions, though the precise spell doesn't matter).

**Effect:** A *warbringer's rod* functions as a +1 *heavy mace*. If the wielder has any feats that apply only to a specific weapon (such as Weapon Focus), he can apply the feats' benefit to this weapon as well.

In addition, when it is activated, the rod casts both *bear's endurance* and *bull's strength* on the wielder simultaneously. These spells remain active as long as the wielder holds the rod (up to the normal duration of each spell).

**Aura/Caster Level:** Faint transmutation. CL 5th.

**Construction:** Craft Rod, Craft Magic Arms and Armor, Weapon Focus (any), *bear's endurance*, *bull's strength*, *greater magic weapon*, 4,312 gp, 320 XP, 8 days.

**Weight:** 8 lb.

**Price:** 8,312 gp.

## STAFFS

### Table 5–3: New Staffs

| Staff | Market Price |
|---|---|
| *Staff of tricks* | 13,500 gp |
| *Staff of ooze* | 27,000 gp |
| *Magebane staff* | 37,000 gp |
| *Staff of lifeless touch* | 38,250 gp |
| *Assassin's staff* | 39,000 gp |
| *Dreamstaff* | 54,000 gp |
| *Magebane staff greater* | 56,000 gp |
| *Staff of malediction* | 67,575 gp |

### Assassin's Staff

This unusually small staff is a potent killer's tool, enabling an assassin to cast a variety of useful and lethal spells.

**Description:** An *assassins staff* is unusually small in diameter for a staff, more resembling a wooden rod. It has a metal handle or globe on one end, allowing it to pass as a walking stick.

When a spell is cast through the *staff*, the wood darkens further, becoming unnaturally black.

**Activation:** An *assassin's staff is* a spell trigger item, requiring a standard action to activate.

**Effect:** An *assassin's* staff allows the wielder to produce the following spell effects:

- *pall of twilight* (page 112), 1 charge
- *vital strike* (page 122), 1 charge
- *deathsight* (page 102), 2 charges
- *unseen strike* (page 122), 2 charges

**Aura/Caster Level:** Moderate divination and illusion. CL 8th.

**Construction:** Craft Staff, *deathsight, unseen strike, vital strike, pall of twilight,* 19,500 gp, 1,560 XP, 39 days.

**Weight:** 5 lb.

**Price:** 39,000 gp.

### Dream staff

A *dreamstaff* grants its wielder power over sleep and dreams.

**Description:** A *dreamstaff* is carved of light ash wood and possesses strange marbling patterns that run up and down the length. It is unusually slender and topped with a crystal finial.

The mottling and marbling seem to shift and writhe when the staff is activated, and the crystal fills with smoky, abstract images that are strangely familiar to the viewer.

**Activation:** A *dreamstaff is* a spell trigger item, requiring a standard action to activate.

**Effect:** A *dreamstaff* allows the wielder to produce the following spell effects:

- *deep slumber* 1 charge
- *endless slumber* (page 103), 2 charges
- *dream,* 3 charges
- *nightmare,* 3 charges

**Aura/Caster Level:** Moderate enchantment and illusion. CL 11th.

**Construction:** Craft Staff, *dream, endless slumber, nightmare, deep slumber,* 27,000 gp, 2,160 XP, 54 days.

**Weight:** 5 lb.

**Price:** 54,000 gp.

### Magebane Staff

Designed for no other purpose than to defeat spellcasters, a *magebane staff* is a prized weapon of casters who expect to battle their own kind.

**Description:** A *magebane staff* is made of heavy wood, banded at the top and bottom with rune-etched iron. Each staff of this kind functions as a masterwork quarterstaff, and many are enchanted with additional weapon-based abilities.

When activated, the staff emits a palpable aura of hostility that only spellcasters can feel. This has no mechanical effect, but it does make casters—particularly arcane casters—uncomfortable.

**Activation:** A *magebane staff is* a spell trigger item, requiring a standard action to activate.

**Effect:** A *magebane staff allows* the wielder to produce the following spell effects:

- *arcane turmoil* (page 96), 1 charge
- *Nystul's magic aura,* 1 charge
- *break enchantment,* 2 charges
- *Otiluke's suppressing field* (page 112), 2 charges

**Aura/Caster Level:** Moderate abjuration or strong abjuration (greater). CL 9th.

**Construction:** Craft Staff, *break enchantment, arcane turmoil, Otiluke's suppressing field, Nystul's magic aura,* 18,500 gp, 1,485 XP, 38 days.

**Variants:** The exceptionally rare greater version of the *magebane staff* also includes *Mordenkainen's disjunction* (4 charges). (CL 17th, +9,500 gp, +755 XP, +19 days.)

**Weight:** 5 lb.

**Price:** 37,000 gp (normal), 56,000 gp (greater).

### Staff of Lifeless Touch

Favored by necromancers and martial casters, a *staff of lifeless touch* grants you many of the attack forms of the undead.

**Description:** A *staff of lifeless touch* is constructed entirely of bone. Some versions appear to be made of a single long bone, such as the femur of a giant, while others are clearly constructed from multiple interconnected bones. The staff is topped with a skeletal hand, its fingers bent into a shallow claw.

When you cast a spell through the staff, the hand clenches of its own accord, as though attempting to grasp the target.

**Activation:** A *staff of lifeless touch* is a spell trigger item, requiring a standard action to activate.

**Effect:** A *staff of lifeless touch* allows the wielder to produce the following spell effects:

- *ghoul touch*, 1 charge
- *spectral hand*, 1 charge
- *vampiric touch*, 2 charges
- *cryptwarden's grasp* (page 100), 3 charges
- *touch of Vecna* (page 120), 3 charges

**Aura/Caster Level:** Strong necromancy. CL 13th.

**Construction:** Craft Staff, *cryptwarden's grasp, ghoul touch, spectral hand, touch of Vecna, vampiric touch*, 19,125 gp, 1,530 XP, 39 days.

**Weight:** 5 lb.

**Price:** 38,250 gp.

## Staff of Malediction

A creation of Vecna's priesthood, a *staff of malediction* allows you to create all manner of havoc with your voice.

**Description:** The staff is constructed of dark wood, with a quartet of screaming faces carved around the perimeter of the top end. When the staff is activated, the faces seem to open their mouths farther still, as through letting out silent shrieks of agony and hatred.

**Activation:** A *staff of malediction* is a spell trigger item, requiring a standard action to activate.

**Effect:** A *staff of malediction* allows the wielder to produce the following spell effects:

- *death's call* (page 101), 1 charge
- *suggestion*, 1 charge
- *Vecna's malevolent whisper* (page 122), 2 charges
- *wail of the banshee*, 5 charges

**Aura/Caster Level:** Strong enchantment and necromancy. CL 17th.

**Construction:** Craft Staff, *death's call, suggestion, Vecna's malevolent whisper, wail of the banshee*, 33,787 gp and 5 sp, 2,703 XP, 68 days.

**Weight:** 5 lb.

**Price:** 67,575 gp.

## Staff of Ooze

Casters who prefer indirect methods of combat and can produce a variety of slimelike effects and impediments favor the *staff of ooze*.

**Description:** A *staff of ooze* is constructed of a heavy wood that glistens as though wet or slimy to the touch. Physical contact reveals the wood to be perfectly dry, however.

When the staff is in use, its head undulates slowly, as though made of a viscous substance slowly rolling downhill, but it always resumes its original appearance.

**Activation:** A *staff of ooze* is a spell trigger item, requiring a standard action to activate.

**Effect:** A *staff of ooze* allows the wielder to produce the following spell effects:

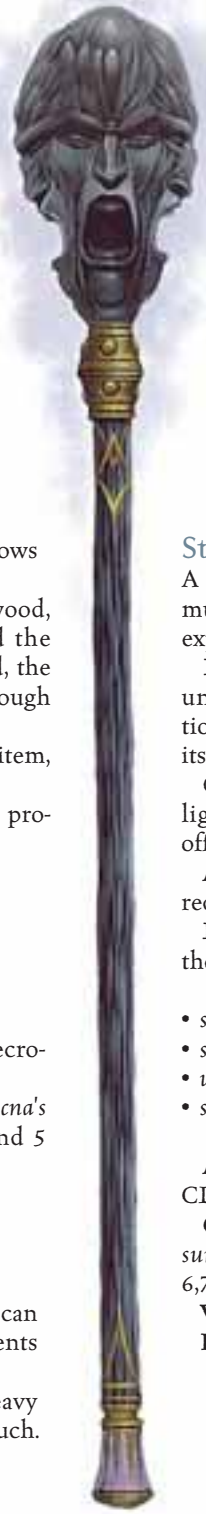
- *grease*, 1 charge
- *incendiary slime* (page 108), 1 charge
- *resinous tar* (page 115), 1 charge
- *caustic mire* (page 98), 2 charges

**Aura/Caster Level:** Moderate conjuration and transmutation. CL 7th.

**Construction:** Craft Staff, *caustic mire, grease, incendiary slime, resinous tar*, 13,500 gp, 1,080 XP, 27 days.

**Weight:** 6 lb.

**Price:** 27,000 gp.



*Staff of malediction*

## Staff of Tricks

A *staff of tricks* allows you to call forth a number of mundane but useful items. It is favored by bards who expect to be lacking vital materials.

**Description:** A *staff of tricks* appears to be a simple, unadorned walking stick. It is capped with decorations, jester's motley, or whatever fits the persona of its owner.

Other than the fact that the staff seems somewhat lighter than its size would indicate, its appearance offers no trace of its abilities.

**Activation:** A *staff of tricks* is a spell trigger item, requiring a standard action to activate.

**Effect:** A *staff of tricks* allows the wielder to produce the following spell effects:

- *summon component* (page 118), 1 charge
- *summon instrument*, 1 charge
- *unseen servant*, 1 charge
- *summon weapon* (page 118), 2 charges

**Aura/Caster Level:** Moderate conjuration. CL 8th.

**Construction:** Craft Staff, *summon component, summon instrument, summon weapon, unseen servant*, 6,750 gp, 540 XP, 14 days.

**Weight:** 3 lb.

**Price:** 13,500 gp.

## WONDROUS ITEMS

### Amulet of Spell Conversion

This bronze medallion allows you to exchange one prepared spell for another.

**Description:** An *amulet of spell conversion* is a bronze octagon, roughly 2 inches on a side, dangling from either a leather thong or a bronze chain. Each of the eight sides is adorned with mystic runes; these meet in the middle, crossing and overlapping to form abstract patterns.

The amulet grows faintly warm to the touch when used, and the runes seem to waver as if viewed through shallow water or a heat mirage.

**Prerequisite:** An *amulet of spell conversion* functions only for arcane casters who prepare their spells in advance from a spellbook, such as wizards.

**Activation:** Activating the amulet requires a full-round action. It functions once per day.

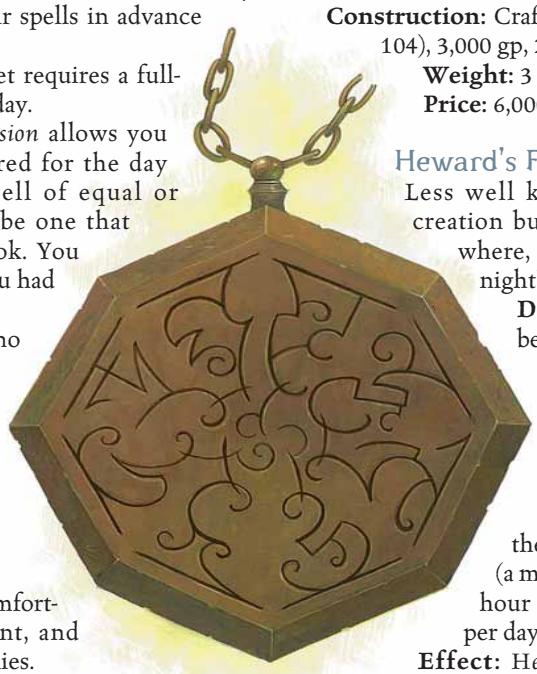
**Effect:** An *amulet of spell conversion* allows you to lose one spell you have prepared for the day and replace it with another spell of equal or lower level. The new spell must be one that is already scribed in your spellbook. You can now cast that spell as though you had prepared it normally.

**Aura/Caster Level:** Moderate, no school. CL 11th.

**Construction:** Craft Wondrous Item, *Rary's arcane conversion* (page 114), 9,000 gp, 720 XP, 18 days.

**Weight:** 1 lb.

**Price:** 18,000 gp.



*Amulet of spell conversion*

### Cloak of Comfort

This cloak allows you to remain comfortable in any mundane environment, and to share that comfort with nearby allies.

**Description:** A *cloak of comfort* appears old and slightly worn. It is normally of dark brown hue, though some in shades of black, blue, and gray exist.

The cloak always feels comfortable to touch, regardless of the ambient temperature.

**Activation:** A *cloak of comfort* is active as long as it is worn; it requires no special actions to activate.

**Effect:** You are protected by a constant *endure elements* effect, as are any allies within 30 feet of you.

You also gain a +1 resistance bonus on saving throws.

**Aura/Caster Level:** Faint abjuration. CL 3rd.

**Construction:** Craft Wondrous Item, *endure elements* or *cold comfort* (page 123), *resistance*, 1,500 gp, 120 XP, 3 days.

**Variants:** More powerful versions of this cloak can be created with a higher resistance bonus on saves (+1,500 gp, +120 XP, +3 days for +2 bonus; +4,000 gp, +320 XP, +8 days for +3 bonus; +7,500 gp, +600 XP, +15 days for +4 bonus; +12,000 gp, +960 XP, +24 days for +5 bonus).

**Weight:** 2 lb.

**Price:** 3,000 gp (+1), 6,000 gp (+2), 11,000 gp (+3), 18,000 gp (+4), 27,000 gp (+5).

### Familiar's Belt

With a simple command, you can mystically call your familiar, which appears in the pouch attached to this belt.

**Description:** This item appears *to* be a peculiarly wide leather belt. Dangling from it is a heavy padded leather pouch.

**Activation:** You activate a *familiar's belt* with a command word, requiring a standard action. Normally in Draconic, this word translates to "appear" or "sanctuary." The belt functions up to three times per day.

**Effect:** Your Tiny or smaller familiar instantly appears in the belt's pouch. The familiar can be anywhere on the same plane as you.

**Aura/Caster Level:** Moderate conjuration. CL 11th.

**Construction:** Craft Wondrous I*tem, familiar refuge* (page 104), 3,000 gp, 240 XP, 6 days.

**Weight:** 3 lb.

**Price:** 6,000 gp.

### Heward's Fortifying Bedroll

Less well known than Heward's other great creation but still a boon to adventurers everywhere, this bedroll grants the benefit a full night's sleep in a fraction of the time.

**Description:** This item appears to be a normal, if well made, bedroll. The cushioning is thick, the stitching skilled. It is made of dark green cloth with a dull yellow interior. It smells faintly comforting, a mix of burning firewood and goose down.

**Activation:** To activate the magic of the bedroll, you need merely climb into it (a move action) and spend 1 uninterrupted hour resting. Each bedroll functions once per day.

**Effect:** H*eward's fortifying bedroll* grants you the benefits of a full 8 hours of rest—including the elimination of fatigue or exhaustion, natural healing, and the ability to prepare or ready arcane spells—over the course of a single hour. Spells cast within the last 8 hours still count against your daily limit as normal.

**Table 5–4: New Wondrous Items**

| Item | Market Price |
|---|---|
| *Steadying robe* | 1,000 gp |
| *Quill of scribing* | 1,750 gp |
| *Cloak of comfort +7* | 3,000 gp |
| *Heward's fortifying bedroll* | 3,000 gp |
| *Cloak of comfort +2* | 6,000 gp |
| *Familiar's belt* | 6,000 gp |
| *Metamagic wandgrip* | 6,000 gp |
| *Horizon goggles* | 8,000 gp |
| *Cloak of comfort +3* | 11,000 gp |
| *Murderer's gloves* | 16,000 gp |
| *Amulet of spell conversion* | 18,000 gp |
| *Cloak of comfort +4* | 18,000 gp |
| *Stormstrider boots* | 18,000 gp |
| *Cloak of comfort +5* | 27,000 gp |

After using R*eward's fortifying bedroll,* you can't gain the same benefit again (either from the same or a different item) until 48 hours have passed.

**Aura/Caster Level:** Faint transmutation. CL 3rd.

**Construction:** Craft Wondrous Item, sleep, 1,500 gp, 120 XP, 3 days.

**Weight:** 2 lb.

**Price:** 3,000 gp.

### Horizon Goggles

These lenses greatly increase your prowess with ranged attacks, allowing you to accurately strike targets much farther away than normal.

**Description:** These goggles feature small oval lenses in a wire-thin frame. When worn, they are difficult (Spot DC 15) for others to notice.

The world seems particularly clear and three-dimensional when viewed through the goggles, which glow faintly any time you nock a bow or otherwise prepare to use a ranged weapon.

**Activation:** H*orizon goggles* are active as long as they are worn; they require no special action to activate.

**Effect:** H*orizon goggles* grant you the benefits of the Far Shot feat (increases range increment of projectile weapons by 50%, and of thrown weapons by 100%).

These goggles also increase the range of spells and spell-like abilities that require ranged attack rolls by 50%.

**Aura/Caster Level:** Faint divination. CL 3rd.

**Construction:** Craft Wondrous Item, *near horizon* (page 111), 4,000 gp, 320 XP, 8 days.

**Price:** 8,000 gp.

### Metamagic Wandgrip

This copper wand-sized handgrip allows you to apply your metamagic feats to wands.

**Description:** A *metamagic wandgrip* is made of copper. It is unadorned except for a single magical rune carved out of the handgrip, so that the wielder's skin is exposed to the magic item through that rune.

The hollow rune glows whenever the item is used, though its position inside the closed hand makes this difficult to see (Spot DC 15).

**Activation:** Activating a *metamagic wandgrip* is subsumed in the activation of the wand. It functions only three times per day. Placing a wand into the *wandgrip* (or removing a wand from it) requires a move action.

**Effect:** You can apply any one metamagic feat you know to a wand placed within the *wandgrip.* Doing this drains an additional number of charges from the item equal to the normal cost of that feat in spell slots. For instance, Extend Spell normally raises the cost of a spell by one level, so using Extend Spell on a wand or staff would drain one additional charge (on top of the cost of the spell being cast) from the item.

In all other ways, this item functions as i£ you had the Metamagic Spell Trigger feat (see page 45).

**Aura/Caster Level:** Moderate transmutation. CL 6th.

**Construction:** Craft Wondrous Item, Metamagic Spell Trigger (page 45), 3,000 gp, 240 XP, 6 days.

**Price:** 6,000 gp.

### Murderers Gloves

These thin gloves allow a killer to escape undetected, causing him to disappear upon making a successful attack.

**Description:** These gloves, always found in pairs, appear to be made of very thin deer- or lambskin leather. They are dyed black and seem well worn, feeling soft and supple to the touch.

**Prerequisite:** *Murderer's gloves* function only for wearers who have the sneak attack, skirmish, or sudden strike ability.

**Activation:** Activating *murderer's gloves* is a swift action. They can only be activated upon making a successful sneak attack, skirmish attack, or sudden strike. The *gloves* function three times per day.

**Effect:** The instant the wearer has delivered his sneak attack, skirmish attack, or sudden strike, he turns invisible for 1 round (as the *invisibility* spell, PH 245).

**Aura/Caster Level:** Moderate illusion. CL 7th.

**Construction:** Craft Wondrous Item, *unseen strike* (page 122), 8,000 gp, 640 XP, 16 days.

**Weight:** 1 lb.

**Price:** 16,000 gp.

### Quill of Scribing

Beloved by wizards everywhere, this magical quill can scribe a scroll for you, leaving you free to pursue other activities.

**Description:** This item appears to be a normal quill, albeit one made from the feather of an exotic bird. It is jet black but shimmers with a veritable rainbow of colors when observed at an angle in bright light, as if it was coated in a thin sheen of reflective oil. Despite this, it feels dry to the touch.

When in use, the pen writes on its own, needing no inkwell or other writing supplies.

**Prerequisite:** You must have the Scribe Scroll feat to activate a *quill of scribing.*

**Activation:** A *quill of scribing* is activated by a command word in Draconic, translating roughly as "inscribe." This requires a standard action. It deactivates when it is through scribing the scroll in question, but it can be deactivated early simply by taking it in hand and pulling it away from the scroll (though this wastes any resources required to scribe the scroll). The quill can be activated only once per day, even if it is deactivated early.

**Effect:** A *quill of scribing* animates and scribes a scroll for you (of any single spell that you know). Treat this just as if you were scribing it, including gp cost, XP cost, time, and all other construction requirements.

Spellcasters typically activate a *quill of scribing* just before going to bed (or, in the case of more raucous spellcasters, just before going drinking).

**Aura/Caster Level:** Faint, no school. CL 1st.

**Construction:** Craft Wondrous Item, Scribe Scroll, *prestidigitation,* 875 gp, 70 XP, 2 days.

**Price:** 1,750 gp.

### Steadying Robe

This simple garment negates movement beneath you, enabling you to cast spells on a mount or a while on a moving boat.

**Description:** A *steadying robe* is made of a thick blue-gray cloth, with silver lining around the hem, the cuffs, and the hood. It is clearly of fine manufacture, and though plain, would not seem out of place at a courtly function.

Although the robe is perfectly comfortable to wear, anyone running a hand over it notices an unusual stiffness, as though the cloth were somehow held erect by an interior framework.

**Prerequisite:** A *steadying robe* functions only for spellcasters.

**Activation:** A *steadying robe* is active as long as it is worn; it requires no special action to activate.

**Effect:** A *steadying robe* negates the unsteadying effect of vigorous, violent, or extremely violent motion on your spellcasting (see the Concentration skill, PH 70). You need not make a Concentration check to successfully cast a spell in such a situation.

A *steadying robe's* benefit doesn't apply in any other situations, such as when you take damage or are entangled, grappling, or distracted by weather.

The *robe* also grants you a +2 competence bonus on Balance checks.

**Aura/Caster Level:** Faint transmutation. CL 1st.

**Construction:** Craft Wondrous Item, *feather fall*, 500 gp, 40 XP, 1 day.

**Weight:** 1 lb.

**Price:** 1,000 gp.

### Stormstrider Boots

These mystical boots allow you, when making a spring attack, to transform into a bolt of lightning, blasting your foes and transporting yourself across the battlefield.

**Description:** These are simple boots of soft leather, a light brown in hue. Gold stitching surrounds the cuffs.

For a split second before *stormstnder boots* activate, the stitching flashes and crackles with power, and the boots smell of ozone for a round after use.

**Prerequisite:** These boots function only for characters who have the Spring Attack feat.

**Activation:** Activating the primary function of the boots is a swift action that you can take only when initiating a spring attack. This function works once per day.

The bonus to your land speed requires no activation; it applies as long as the boots are worn.

**Effect:** Before and after making the attack as part of your spring attack, you become pure lightning. You can move through occupied squares during your spring attack, and any creature in a square you move through takes 9d6 points of electricity damage (Reflex DC 17 half). Moving through a creature's space more than once during your spring attack doesn't have any additional effect.

You rematerialize briefly at a single point during your spring attack, enabling you to make a single attack as normal.

*Stormstrider boots* also provide a 5-foot enhancement bonus to your land speed.

**Aura/Caster Level:** Moderate transmutation. CL 9th.

**Construction:** Craft Wondrous Item, *expeditious retreat*, *lightning leap* (page 109), 9,000 gp, 720 XP, 18 days.

**Weight:** 2 lb.

**Price:** 18,000 gp.

## ALCHEMICAL ITEMS

The art of alchemy has produced many useful substances that have seemingly miraculous properties. In truth, these materials have no magical properties at all. Alchemists claim that their creations function strictly according to natural laws, and that might be so.

Alchemical effects tend to be less potent than comparable magical effects. Still, magic doesn't work everywhere, and alchemical items are typically cheap to produce. Here are some recent alchemical inventions that adventurers of all kinds might find useful.

**Auran Mask:** This mask fits over the character's nose and mouth. The bulk of the item is a cloth packet holding a porous, spongelike substance. It requires a move action to put on or remove, and once a single breath is taken through the mask, its benefits last for only 1 hour (or less if taken underwater).

A creature wearing an auran mask receives a +5 circumstance bonus on Fortitude saves against inhaled toxins. In addition, the wearer can breathe underwater as if under the effect of a *water* breathing spell, though immersing the auran mask in water reduces its remaining duration to 10 minutes (or less, if less than 10 minutes remain).

**Crackle Powder:** This alchemical powder creates a loud crackling noise, like a broomstick breaking, whenever it is jostled or struck. A single packet covers a 5-foot-radius area; applying the powder requires a full-round action. Once in place, the powder remains active for 1 hour and imposes a –10 penalty on Move Silently checks made when traversing the area.

**Fast Torch:** This item consists of a tube of waxed paper set into a short wooden handle. The end opposite the handle has a wax seal, and the whole item is about the size of a normal torch. An alchemical substance packed inside the tube ignites when exposed to air. Lighting the torch *is* as simple as removing the wax seal, which requires a swift action.

**Table 5–5: Alchemical Items**

| Item | Weight | Cost | Craft (alchemy) DC |
|---|---|---|---|
| Auran mask | * | 60 gp | 25 |
| Crackle powder | * | 30 gp | 20 |
| Fast torch | 1/2 lb. | 5 gp | 20 |
| Screaming flask | 1 lb. | 40 gp | 25 |
| Weeping flask | *† | 50 gp | 15 |

* Item has no weight worth noting.
† A weeping flask has no weight worth noting when empty. It weighs 4 pounds when filled with water.

The lit torch produces a brilliant white light that produces bright illumination in a 30-foot radius and shadowy illumination 30 feet beyond that.

A fast torch burns for 10 minutes, even in high winds or underwater (though it can't be ignited underwater). It's possible to extinguish a fast torch by burying it in sand (or a similar substance) or by grinding it out against a nonflammable surface. Either method requires a full-round action; once extinguished, *it* can't be relit.

**Screaming Flask:** This container is made from thick leather with a cap sewn on tight and fitted with a ripcord. Pulling the cord rips open the flask and activates the alchemical substance within. The flask emits a high-pitched shriek in a 15-foot cone. Anything in the cone takes 1d8 points of sonic damage and is deafened for 1 minute (Fortitude DC 15 negates).

**Weeping Flask:** This item looks like an empty half-gallon waterskin with an airtight seal. When it is opened and exposed to air, an alchemical substance within the flask slowly produces drinkable water. The flask produces water at a rate of 8 ounces per hour (becoming completely full after 8 hours). The water can be poured out as it appears or simply kept in the container.

## OPTIONAL MATERIAL COMPONENTS

Spellcasters have long noted that various items and materials aid them in spellcasting; hence the material components and focus components that various spells require. Further study has revealed that some rare and exotic items can enhance a whole range of spells. These items have become widely available, and they can be purchased just about anywhere—subject to a community's gold piece limit.

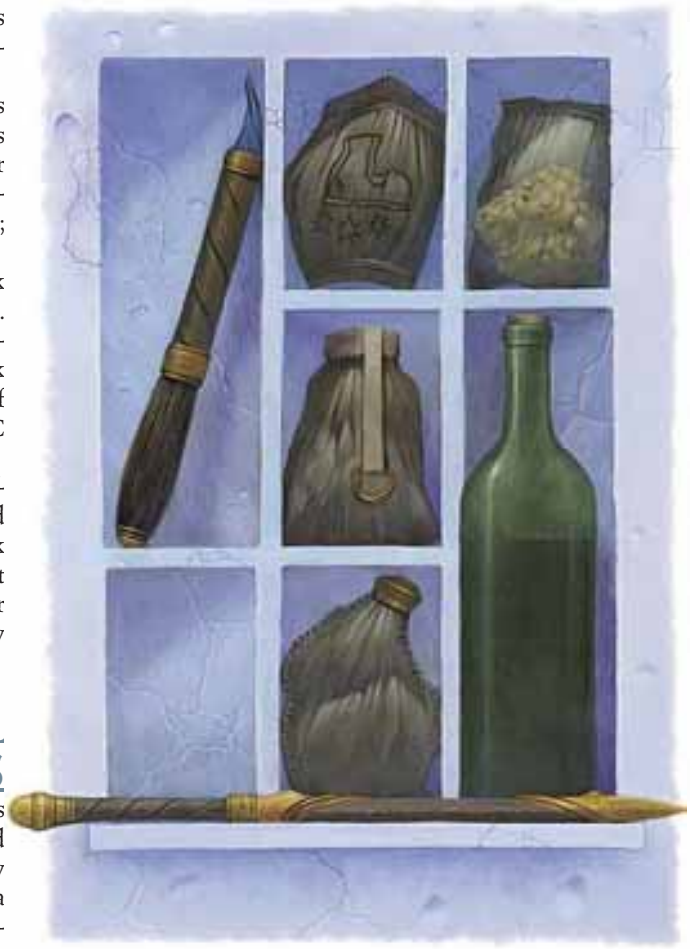
The more potent the spell, the more of the material component is necessary to enhance it. You must use a number of "doses" of the component equal to the spell's level (minimum 1) for the component to have any effect. For example, if you wanted to extend a 5th-level abjuration spell with angel down, you would need to use five doses of the component (500 gp value); if you used less than that, the component would be expended with no effect.

No more than one type of optional material component can be added to any single spell. If you include a second additional component, only one (chosen randomly) takes effect.

Material components that apply a metamagic effect to a spell can't be used in the casting of any spell already affected by a metamagic feat. For example, a *stilled mage armor* spell can't benefit from angel down, even though the effect applied by angel down is different from the metamagic effect already on the spell.

**Angel Down:** Popular lore has it that this fluffy golden material is reputedly made up of pinfeathers from celestials' wings. In fact, it is pollen gathered from various rare flowers found growing on the Upper Planes.

When angel down is used as a component in an abjuration spell, the spell's duration is doubled as if affected by the Extend Spell feat.



*Alchemical items (clockwise from center): screaming flask, fast torch, auran mask, crackle powder, wine bottle (to show scale), dagger (to show scale), weepng flask*

**Devil's Eye:** These small, translucent stones seem a little warm to the touch. They also at least faintly resemble an eye with a vivid red sclera, a white or yellow iris, and a black, cat-like pupil. Despite the name, devil's eyes are natural crystals found in volcanic areas, often streambeds or collections of glacial debris. The warm feeling comes from a weak acid that forms on the stone's surface.

### Table 5–6: Optional Spell Components

| Item | Weight | Cost |
|---|---|---|
| Angel down | * | 100 gp |
| Devil's eye | 1/10 lb. | 150 gp |
| Dragon's tear | * | 200 gp |
| Fairy button | 1/10 lb. | 200 gp |
| Fairy dust | * | 100 gp |
| Golden desert honey | * | 300 gp |
| Possibility dust | * | 100 gp |
| Primal essence | * | 150 gp |
| Serpents' tongue | * | 120 gp |
| Singing shell | * | 200 gp |

* These items have no weight worth noting.

When a devil's eye is used in a divination spell, the spell's level is increased by one (as if by Heighten Spell).

**Dragon's Tear:** Reputedly the dried tears of dragons, these irregular little crystals have a milky white color with a faint blue tinge. They are found near mineral springs and volcanic vents (both locales with a decidedly draconic character).

When used in any fire or mind-affecting spell, a dragon's tear increases the spell's level by one, as if affected by the Heighten Spell feat.

**Fairy Button:** These small bits of stone resemble brightly colored mushrooms or flowers. They occur naturally in caverns where the groundwater has the correct mineral content. They get their name from their minuscule size and bright colors—usually red, yellow, green or purple or some variegated combination that includes some or all of those hues.

When incorporated into an illusion spell, a fairy button doubles the area of the spell, as if affected by the Widen Spell feat.

**Fairy Dust:** This fine powder is all but invisible in daylight, but it gleams with a silvery sheen in moonlight. Fey creatures supposedly collect it from newly blossomed wood flowers each spring. In fact, fairy dust is made of the dried and powdered cocoons of certain rare moths that breed in the spring.

When used in any transmutation spell, fairy dust doubles the duration of the spell, as if affected by the Extend Spell feat.

**Golden Desert Honey:** Actually lumps of dried of dried sap from a rare desert tree, this material is a vital ingredient in expensive incenses and perfumes.

When used in a summoning spell with a casting time of 1 round, golden desert honey reduces the casting time to 1 standard action, as if affected by the Rapid Spell feat (see *Complete Divine*).

**Possibility Dust:** This iridescent gray material is gathered in the depths of the Astral Plane. Planar scholars believe that possibility dust is literally distilled reality that somehow seeps from the Material Plane to the Astral Plane, where it settles as fine dust. This assertion is unproven; however, spellcasters have found the substance useful when attempt to create something out of nothing.

When possibility dust is incorporated into any creation spell, the spell's duration doubles, as if affected by the Extend Spell feat.

**Primal Essence:** This granular material appears as metallic sand, though it actually comes from the Ethereal Plane. Spellcasters have found that they can shape it as part of spellcasting to take on other forms. Unlike other components described here, spells of higher than 1st level don't automatically require multiple units of primal essence.

A pinch of primal essence dust can be substituted for any material component (but not a focus) that costs 100 gp or less. Multiple pinches have an additive effect; three pinches, for example, could substitute for the 250 gp of diamond dust required by *stoneskin*.

**Serpents' Tongue:** This material resembles dried snake's tongues, hence the name. In fact, it is a mixture of cured tongues of various rare birds and reptiles and the dried stamens of several kinds of tropical flowers. All the ingredients must be painstakingly gathered by hand and carefully mixed in the correct proportions.

When used in an enchantment spell, serpent's tongue doubles the spell's duration, as if affected by the Extend Spell feat.

**Singing Shell:** These little shells resemble miniature conch shells. They come from a rare mollusk found along jungle coastlines. Searching for the shells is time-consuming in the murky water and exposes the gatherer to attack from predators that lurk both in the water and on land.

When a singing shell is used in a spell with the sonic descriptor, the spell's area doubles, as if affected by the Widen Spell feat. If the spell doesn't affect an area, its range doubles instead, as if affected by the Enlarge Spell feat.

*Even in an otherworldly environment, magic retains its power*

Arcane magic ranks among the most influential and powerful forces in any campaign. The sheer power and versatility of arcane spells makes arcane spellcasters indispensable in war, politics, espionage, travel, and most other endeavors. Few lives remain untouched by arcane magic, though many beings feel its effects only indirectly. Since arcane magic is so pervasive, it's a sure bet that player characters will find their affairs tangled up with arcane magic in some way or another. Of course, every successful party includes an arcane spellcaster, but from time to time arcane magic intrudes in some more profound (or subtle) way.

## WHAT ARE ARCANE ADVENTURES?

An arcane adventure includes arcane magic as an overall theme or incorporates arcane magic as an essential element. For example, a typical D&D adventure might begin when the PCs meet a mysterious stranger who enlists their aid in completing a quest. Inevitably, foes (both old and new) step forward to defeat or subvert the party's plans, and the player characters must overcome obstacles and dangers before finding success.

You can overlay an arcane theme over this adventure concept in several ways. The mysterious stranger might be a sorcerer or wizard who has discovered a new spell or item and wishes to keep the discovery out of a rival's hands. The foes, obstacles, and dangers the PCs face during their adopted quest have a decidedly arcane bent. The party faces arcane spellcasters in battle, along with creatures that have been well prepared with arcane magic.

Other arcane twists to this basic adventure might involve a deception based on an arcane spell. For example, the mysterious stranger might be an illusion, or an old foe using an *alter self* spell. Or perhaps the mysterious stranger is compelled to approach the PCs through the action of a *geas*, *suggestion*, or *dominate person* spell.

## ARCANE ADVENTURE THEMES

Arcane spells, items, and effects can provide themes tor adventures. Keep in mind that an arcane theme need not profoundly change an adventure; it only needs to provide a little twist. Here are a few examples.

**Spellcasting Goes Awry:** Because nobody really knows exactly how or why spells work, some celestial or geological event could affect spellcasting in various ways. Its also possible that some sentient creature committed a blunder that sent magical ripples through the universe. Spells might be affected in several ways. Perhaps they merely fail some of the time (every arcane caster has a spell failure chance), or perhaps their effects are altered or reversed. A *fireball* spell might produce blocks of ice that don't deal

much damage. Or perhaps a *fireball* produces some kind of implosion. A faulty spell might also be inexplicably misaimed or have an absurdly low save DC.

PCs dealing with malfunctioning spells might be called upon to correct the circumstance that caused the problem, or they might be able to discover a method for spellcasters to adapt to the new magical conditions. Make sure that the condition does not last very long or has a workaround of some kind, or else the players running arcane spellcasters in your game will feel unfairly singled out.

**Expensive or Rare Spell Components:** Many spells in the D&D game require components that you can't find just anywhere. Supplies for such items might be disrupted in several ways. War or natural disaster could curtail production

## ONE HUNDRED ADVENTURE IDEAS

Use the following list for spur-of-the-moment adventure seeds involving arcane spellcasters.

| d% | Adventure Idea |
|---|---|
| 1 | Thieves steal a wizard's spellbooks (or the wizard simply loses them). |
| 2 | A gang of doppelgangers impersonates members of a bardic guild. |
| 3 | Rumor has it that the tomb of an ancient wizard or sorcerer has been found. |
| 4 | A bound fiend breaks free from a wizard's control and takes over the character's home. |
| 5 | A gang of arcane spellcasters on flying mounts terrorizes the countryside. |
| 6 | A group of shapechanging fiends has begun stalking and killing arcane spellcasters. |
| 7 | Someone has been stealing spell component pouches from merchants and individual spellcasters alike. |
| 8 | A group of spellcasters uses illusion and summoning spells to create the impression of a haunted house or castle to cover up some nefarious activity. |
| 9 | Burglars rob an arcane spellcaster's abode and take several potentially dangerous artifacts or cursed magic items. |
| 10 | A particularly larcenous group of halflings recently arrived in the area is actually a mobile colony of aranea. |
| 11 | A sorcerer with a penchant for destructive spells has been running amok in cities and towns in the area. |
| 12 | Two long-dead arcane rivals recently reappeared as a lich and a ghost and resumed their competitive exploits. |
| 13 | A wizards guild (or one of the organizations mentioned in Chapter 2) issues a challenge to the local government. |
| 14 | A war or other calamity makes a certain rare spell component even more difficult to obtain than usual. |
| 15 | Someone kidnaps a sorcerer's or wizard's familiar. |
| 16 | A prominent citizen or member of the nobility was secretly polymorphed into an animal and hidden away in the country. |
| 17 | An evil wizard or sorcerer develops a new kind of golem. |
| 18 | An arcane spellcaster seizes control of a tribe of evil humanoids and forges them into a band of ruthless pillagers. |
| 19 | The location of an ancient book of spells has been discovered; however, a dread curse or powerful guardian protects the tome. |
| 20 | A wizard's collection of extraplanar creatures escapes. |
| 21 | A strange malady infects elves who can cast arcane spells. |
| 22 | A militant cleric calls for a crusade to expel all arcane spellcasters from the continent. |
| 23 | A group of illusion-wielding spellcasters tries to convince a colony of dwarves that a long-dead dwarf hero has returned. |
| 24 | A determined group of gnomes and dwarves seeks to prevent an arcane spellcaster from building a stronghold over their underground settlement. |
| 25 | An arcane spellcaster is unjustly accused of starting a devastating fire with a badly aimed (or miscast) spell. |
| 26 | Two well-known arcane spellcasters fight a magic duel. |
| 27 | A dragon threatens to ravage a city or town unless someone can teach it a new spell. |
| 28 | A den of thieves has an evil naga for a guildmaster. |
| 29 | The dead, old and new, have been vanishing from cemeteries, leading to fears of a necromancer at work. |
| 30 | A conclave of wizards seeks help in providing security for their next meeting. |
| 31 | Someone is using enchantment spells to induce others to commit various crimes. |
| 32 | Spells and effects of one school have gone awry due to an imbalance or rip in the fabric of the planes. |
| 33 | A member of the nobility claims to have been affected by an enchantment spell when closing a particularly disastrous trade agreement. |
| 34 | A dishonest merchant peddles goods that have been temporarily conjured, created, or altered. |
| 35 | A divination spell proves that a condemned criminal is innocent of any crime. |
| 36 | A treasure hunter trying to recruit companions is actually an ogre mage looking for victims. |
| 37 | An arcane spellcaster needs a rare item found in a distant land to complete a spell or magic item. |
| 38 | A reclusive spellcaster is also a vampire. |
| 39 | A covey of hags poses as spellcasters for hire. |
| 40 | A gang of evil spellcasters threatens merchants and farmers with magical doom if they don't pay a monthly tithe. |
| 41 | A rogue employs one or more simulacrums to provide her with an alibi after committing a spectacular theft. |
| 42 | A spellcaster uses *control weather* spells to keep ships and boats in port. |
| 43 | A disguised fiend has secretly taken over a school and turned it into a den of thieves. |
| 44 | All the familiars in an area suddenly leave. |
| 45 | A desperate spellcaster must recover his lost body before his *magic jar* spell wears off. |
| 46 | An arcane prankster uses *grease* spells to bedevil working folk. |
| 47 | A noble family insists that the recent elopement of one of their youngsters is due to a *charm person* spell. |
| 48 | A spellcaster has been releasing summoned creatures into a neighborhood. |
| 49 | The staff at a remote school for wizards seeks help in dealing with attacks from a group of ogres. |

of almost any items, or perhaps someone has managed to seize control of the supply for a region or even the entire world.

Characters also might become involved in the search for a new kind of component or be called on to test a new component's efficacy.

**Collecting Optional Spell Components:** The optional spell components described in Chapter 5 all come from exotic locales or require special knowledge to collect. Groups that wish to acquire some of these components might journey to the locale where these components are found or accompany an experienced collector on a gathering expedition. In either endeavor, the PCs are exposed to all the usual dangers of overland travel. They also might have to deal with rival collectors, cull out items that look like the material the PCs are

50 *Invisible stalkers* invade a town and begin smashing everything in sight.
51 A troop of yuan-ti purebloods posing as human mercenaries move into an area.
52 An infestation of xorns threatens to shut down a lucrative mine.
53 A gang of evil spellcasters attempts to drive good sylvan creatures from a forest.
54 A gang of *hasted* trolls begins attacking travelers on a lonely road.
55 An evil half-fiend sorcerer collects unicorn horns, lammasu heads, and other grisly trophies.
56 Harpies begin luring away townsfolk and holding them for ransom.
57 Fighter/wizard elves mounted on hippogriffs begin patrolling a disputed border.
58 A storm brings a plague of homunculi to a town or city.
59 Babau demons mounted on howlers go hunting on moonless nights, and anything could become their prey.
60 A group of spellcasting ghosts want to inhabit the PCs' bodies (through their *magic jar* powers) for one last adventure.
61 The arcane wardmaster who created the wards and traps protecting the crown jewels has disappeared.
62 A famous arcane spellcaster died, and several potential heirs attempt to claim the goods and property of the deceased.
63 A merchant dealing in *minor* magic items and rare spell components needs escorts for a caravan that must cross hostile territory.
64 A *sepia snake sigil* disables a key diplomat on the eve of a critical negotiation.
65 An insane couatl appears in a small town and demands worship as a deity.
66 People have been receiving seemingly random dream messages.
67 An army of derro led by a trio of powerful savants lays siege to a city.
68 A statue found in an ancient ruin is actually a petrified spellcaster from a bygone era.
69 A dragon wants to hire spellcasters who can cast *fabricate* spells to assist with an undisclosed project.
70 A group of driders takes over the catacombs under a temple.
71 Someone is using *scrying* spells to steal trade secrets from a guild.
72 A group of bralani eladrins seeks to rebuild a temple destroyed during an earthquake.
73 A necromancer tries to drive settlers from an area by blighting their crops.
74 A wizard's tower becomes infested with ethereal filchers, and the owner needs help driving them out.
75 The conflict between two political rivals comes to a head when one hires a spellcaster to use *suggestion* or moss *suggestion* to force commoners in one faction to harass and jeer the members of the other faction.
76 A family of good giants falls prey to a formian taskmaster.
77 An ancient map purports to show the locale where a legendary hero or villain fell to an *imprisonment* spell.
78 A sorrowful bard tells a tale of his imprisoned comrades.
79 A disembodied voice gives warning of an impending disaster.
80 A finalist in a royal archery contest is suspected of using *true strike* spells to gain an unfair advantage.
81 A clash between djinn and efreet makes a desert oasis a dangerous place to visit.
82 Unknown to all, the mysterious figure lurking in dark catacombs and alleys is an illusion.
83 A band of forest gnomes vows revenge against a green dragon.
84 A gang of brazen thieves uses *rope trick* spells to stage apparently miraculous escapes.
85 An arcane killer-for-hire's preferred method of assassination is a *phantasmal killer* or *phantasmal strangler* spell.
86 A loremaster runs a school for extraplanar creatures.
87 A clan of dwarves claims an arcane spellcaster used spells to swindle them out of their goods.
88 An inquisition of mind flayers, including a sorcerer, has infiltrated a community and is secretly enslaving the populace.
89 A beholder controls a vast criminal empire from a lair hidden in a city's vast sewer system.
90 A hot spring runs dry and begins disgorging magmins, who run amok.
91 A suspected lycanthrope stalking the streets is actually a spellcaster using *polymorph* spells.
92 A mob of mephits inhabits a well-traveled bridge, and they bedevil anyone who tries to cross.
93 An aboleth living in the depths of an abandoned, flooded mine recruits a cult of followers who believe their leader has created an earthly paradise for them underground.
94 A member of a rival sect places *antipathy* spells on all the entrances to a temple.
95 A formerly blind alley now ends in a mysterious staircase that might lead anywhere.
96 A violent storm imparts random magical properties to everyday items.
97 A mysterious ball of fiery orange light is seen near farms and isolated country homes.
98 An ancient gateway to the Lower Planes only works occasionally, but often enough that fiends lurking near it give the place a fearsome reputation.
99 An infamous spellcaster known as the Frost Magician rules the only open pass through a mountain range after a particularly harsh winter.
100 A group of assassins starts a series of political murders aimed at making the government ripe for a takeover.

after but have no magical potential, and keep the components fresh and undamaged after gathering them.

**Colleges of Magic:** A college might function as a teaching institution where students come to learn to work magic (or hone their existing magical prowess), or it might support magical research or provide advice about magic and related affairs.

Player characters might be invited to attend a magical college as students or as members of the faculty. In either case, college life presents them with all manner of difficulties and opportunities, from students running amok to efforts to secure funding or ensure public safety. Player characters also might serve as field agents for a college, be called upon to screen potential students or staff members, provide security, or serve as envoys carrying messages between the college and the outside world.

**Creatures Born of Magic Experiments:** The D&D game includes several creatures that originated in magical laboratories (or that could have done so). The owlbear is the best example. Others include the homunculus and the various golems. An adventure built around such creatures might involve the appearance of a new kind of creature (for example, a new kind of golem or a bizarre new hybrid creature, such as a cross between a wolf and a spider).

Other adventures on this theme could involve a mass escape from a breeder's lab or a created creature used to commit a crime, gather intelligence, or fight a war. For example, a wizard and his "wolf-spider" might conduct a series of burglaries.

**Crafting Magic Items:** Creating a magic item consumes a great deal of time and resources; however, if you simply use the guidelines for item creation in the *Dungeon Master's Guide*, only one character becomes involved, and the whole matter is handled by rote. Finding ways to involve the rest of the party can pay big dividends for the campaign.

Because creating a magic item keeps a spellcaster busy for at least one whole day—and usually a string of several days—a character making an item can prove vulnerable to attack. An item maker threatened with attacks from jealous rivals or bitter enemies would do well to recruit a few friends to keep foes away from the laboratory while construction of the item is in progress.

Another way to involve the whole party in item making is to introduce special materials that can reduce the expenses the item maker incurs. For example, if a shard taken from a sword broken during a battle against a legendary foe is incorporated into a new sword, the new weapon becomes better able to accept magical enhancements, and it can be created as though its effective bonus is 1 point lower than its actual value (minimum +1). For example, a +2 *frost longsword* normally costs as much to make as a +3 *weapon*, but if created with the right material, it costs no more to make than a +2 *weapon*. The finished sword would still have the market value of a +3 *weapon*, however, which is important when tracking character wealth.

**Magic Gates Between Locations:** Teleportation is a great way to travel, and permanent teleporters prove valuable to all sorts of beings, including player characters. Simply knowing where a *gate is* located can save a great deal of time and trouble. Of course, access to a *gate* isn't always guaranteed. A *gate* might function only at certain times or require some kind of expendable key. Enemies or rivals of the player characters might try to block access to some *gates* so they can become exclusive users or charge others for their use. Even if PCs manage to arrange free access to a *gate*, enemies might try to destroy it to reduce the party's mobility.

Not all *gate* users are completely honest. Bandits or invaders could employ *gates* to enter an area secretly or flee the scene of a crime. Characters pursuing the wrongdoers might be obliged to plunge into a *gate* to an unknown destination.

**Magical Conveyances:** Enterprising spellcasters can create or locate vehicles ranging from flying ships to animated coaches. Such vehicles might depend on an exotic fuel or power source that player characters might be called upon to acquire or maintain. Perhaps the vehicle uses an elemental or a golem that has broken loose and must be captured and returned, or perhaps a flying ship needs a supply of a mysterious gas that emerges from a spring located in a dragon's territory.

Because magic conveyances tend to be speedy or stylish (or both), they attract well-heeled passengers or handle high-value freight (or both). That makes them tempting targets for bandits. Player characters might be hired to guard a magic vehicle, or they could be aboard one when bandits attack.

**Mercenary Spellcasters:** Both powerful and versatile, arcane spellcasters function splendidly as assassins, guards, scouts, soldiers, or explorers. Player characters might receive an offer to fill any of these roles, or they might be recruited to counter the arrival of arcane mercenaries when they arrive in an area.

**Purchasing Spellcasting from Arcane Casters:** Player characters often require services from spellcasters who know magical tricks they can't accomplish themselves. Arcane spellcasters, however, have needs of their own and might not agree to a simple monetary payment. An arcane spellcaster might challenge player characters to some sort of contest (with the service the PCs seek as the prize) just for entertainment, or the spellcaster might demand a favor in return for whatever the player characters seek.

**Magic Item Shops:** Though magic is somewhat rare and correspondingly valuable, it also is bought and sold. A magic shop isn't like a hardware store, however. The merchandise sold in a magic shop is both valuable and potentially dangerous in the wrong hands. It also doesn't look or feel as valuable as *it* truly is. For example, most magic weapons are virtually indistinguishable from masterwork weapons unless the character examining it has a few divination spells handy. This fact makes a magic shop's reputation for dealing in genuine goods indispensable. A magic shop that loses its good name is effectively out of business unless *it* can be rebuilt.

Player characters who do business with magic shops might find adventure where they least expect it. A magic shop owner might demand items or services in trade rather than cash, obliging the PCs to make a detour before continuing with their regular business. Or, an item the PCs buy has a hidden power or history that somehow proves troublesome for the

new owner. Perhaps the item carries a minor curse to bedevil the character, or perhaps the item is a lost heirloom, and an NPC demands its return. A dishonest magic shopkeeper might sell a defective or cursed item and then try to arrange the PCs' demise before they can discover the item's true nature and accuse the dishonest merchant of wrongdoing.

Player characters also might be asked to protect a magic seller's goods from theft, either right in the shop or away from it (such as at warehouse, a distant mercantile fair, or during transport).

**Identifying Magic Items:** Figuring out exactly what a magic item does can prove an adventure in itself. The *identify* and *analyze dweomer* spells reveal the powers of an item and the words or gestures necessary to activate it, but these spells can prove expensive to use (both have costly material components), and frugal characters might choose to figure out what a newly acquired magic item does through trial and error. Also, neither *identify* nor *analyze dweomer* works on an artifact, and artifacts are loosely defined at best. In such cases, player characters are either on their own or must use *legend lore* or *vision*, both of which are notorious for merely pointing the user toward answers to difficult questions. They also might try spells such as *commune* or *contact other plane*, which require the user to ask the correct questions and (at least in the case of *contact other plane*) can provide false information or reduce the user's ability scores.

If characters try to (or are forced to) figure out an item's possibilities on their own, be prepared to respond to the PCs' investigations with the appropriate clues.

Consider introducing items that have latent magical abilities now and then. Such items have inactive powers that begin functioning only when a specific circumstance occurs. For example, the *ring of elemental command* from the *Dungeon Master's Guide* functions as a lesser ring until a triggering event occurs. Normally, *identify* or *analyze dweomer* would reveal the latent power and the condition needed to trigger it, but some rings might prove resistant to these spells.

**Spells Used in Unique Ways:** Many spells in the D&D game can produce striking and utterly mysterious effects when used in unconventional ways. Illusion spells provide fertile ground. For example, a group of arcane con artists might use *hallucinatory terrain* spells to create an apparently impassable barrier that the PCs feel compelled to detour around. The con artists might offer to convey the party across the obstacle—for a fee.

Some spells have features that a DM can exploit to create tension during an adventure. For example, the PCs are hired to carry a packet of documents that include a *secret page* effect. If the PCs examine the documents, they most likely overlook the secret page. Their employer's rivals, however, might not, especially if the PCs are subjected to a *dispel magic* effect that exposes the hidden missive, unknown to the party.

Any spell that produces some effect that can't be readily duplicated can drive an adventure forward. For example, the PCs might be called upon to follow a trail marked with sigils from one character's *arcane mark* spells.

Certain spells can be used in unexpected ways. For example, the spell *Otiluke's resilient sphere is* used primarily to capture foes. However, a villain who maintains a lair near a raging underground river might employ the spell to ensure a safe getaway down deadly rapids (by providing a safe, floating capsule).

**Detective Work:** Characters with the right mix of equipment and spells can ferret out the truth no matter how well hidden. Few player characters are inclined to become consulting detectives in the Sherlock Holmes vein, but they might be willing to search for clues if they have been the victims of a crime or are accused of some nefarious act they didn't commit. Legal authorities also might seek out characters who have proven detective skills for help solving otherwise inexplicable crimes. The PCs are offered a substantial reward if they help apprehend a criminal or clear an official or prominent citizen of an unjustified charge.

## MAGICAL LOCATION AS TREASURE

Magical locations have a rich history in the fantasy genre. The power imbued in such special places allows heroes to accomplish any number of fantastic deeds.

The magical locations described in the following section grant special abilities to qualified characters who brave their particular dangers. Although the prerequisites for these abilities are matched to the character types that can most directly and easily benefit from them, almost any character can qualify for a magical location's power. The locations described below confer abilities that are usable only for a specified period or that come with a specific number of uses. All the abilities reflect the nature of the locations from which they originate in some manner.

### BEHIND THE CURTAIN: MAGICAL LOCATIONS AS TREASURE

Utilizing magical locations as treasure is a great way to provide characters with a new and interesting alternative reward instead of still another +7 *longsword*. Since magical locations supplement regular treasure, each is assigned a gp value, so that its benefits can be directly substituted for treasure that characters would otherwise receive. For instance, if overcoming a particular challenge normally calls for a treasure reward of 5,000 gp, you could substitute a *dragonsblood pool* (page 148) whose power affects two PCs (a 2,000 gp value) for part of that amount and award only 3,000 gp worth of standard treasure. Other types of locations, such as touchstones or earth nodes, that confer powers require a character to give up a feat slot or pay some other cost to gain their benefits, so they are not considered to be PC treasure.

Unlike magic items, magical locations never occur as part of random treasures. They appear only when you as DM place them within the campaign. Therefore, you decide whether or not they are within reach of the PCs. If you wish, you can allow a character created at a level higher than 1st to include one or more special abilities granted by a magical location in his overall wealth. Such powers are ultimately subject to DM approval.

## PLACING MAGICAL LOCATIONS

As DM, you have the final say about where, when, and how magical locations occur within your campaign, just as you control access to magic items by determining which ones are for sale in any given city or shop. Because the various types of magical locations serve different purposes and operate under different rules, it is perfectly acceptable to combine more than one kind in the same adventure site. For example, a dwarf citadel could house an earth node (from the *Underdark* supplement), a rune circle (from *Races of Stone*), and one of the magical locations described here. The presence of these three sites might result from the nature of the stronghold or the influence of its powerful dwarf mages and clerics, or it might have been the reason why the dwarves settled the area in the first place.

Magical locations offer nearly limitless potential for adventuring. Because they are for the most part immobile, they contrast well with the equally sought after but highly portable magic items that dominate so many heroic quests.

## NATURE OF MAGICAL LOCATIONS

In general, a magical location can be suppressed (by *dispel magic*), or even disjoined (by *Mordenkainen's disjunction*), as if it were a magic item containing a spell of caster level 10th with an object Will save bonus of +15. Such a site is metaphysically tied to its area, so destroying buildings, walls, or other physical structures in and around the location does not eliminate its ability to confer its power.

Unless otherwise specified, no creature can gain the benefit of a magical location's conferred power more than once. Even if the power has limited uses or a fixed duration, a character cannot regain it by returning to the magical location after it expires. Furthermore, once a location has conferred its ability on a character, it must recharge its power for a specified period of time (1 day to one year, depending on the location) before it can do so again. See the magical location descriptions below for the recharge times of the various locations presented here. However, if the creature on which a magical location has conferred its ability dies, the location is instantly renewed and can confer its ability again immediately, no matter how much recharge time remains. A location that can confer its ability on more than one creature before needing *to* recharge can be renewed early only if all those who currently enjoy the ability die. If the conferred ability has a duration shorter than the required recharge period, the creature's death still renews the location immediately, even if the creature can no longer use the ability.

## LOCATION DESCRIPTIONS

The magical locations described below are presented in the following format.

### NAME OF LOCATION

Each entry begins with a description of the location in plain language.

**Lore:** This portion of the description provides any information available to characters about the location, along with the relevant Knowledge DCs necessary to acquire it. Bardic knowledge checks can be substituted for any of these checks at the same DCs.

**Description:** The first paragraph offers a physical description of the location, written in simple, declarative style. The second paragraph, if present, includes more details about the place (including sounds, smells, and tactile sensations) and details of how its magical effect or special ability looks once it's in effect.

**Prerequisite:** The prerequisites needed to gain the magical location's special ability are detailed here. In addition to meeting these prerequisites, a character must visit the location physically to have any chance of acquiring the special ability it confers.

**Location Activation:** These paragraphs describe the rules for acquiring and using the special ability that the location bestows. Any command words or activities needed to activate the location's power are also noted here.

**Recharge:** The time needed for the location to recharge is given in this section.

**Special Ability:** This entry describes the special ability conferred and gives the rules for using it.

**Duration:** This section gives the ability's duration or number of uses.

**Aura:** This line describes the kind of magical aura that surrounds the location.

**Ability Value:** The gold piece value of the conferred ability. Although these abilities can never be bought or sold, their gp values are provided so that you as DM can track treasure values. You can then substitute these abilities for treasure value on a one-for-one basis and track them as part of overall character wealth by adding their values to the value of the

**Table 6–1: Magical Location Values**

| Location | Value |
|---|---|
| *Boccob's reading room* | varies |
| *Crypt of Wee Jas* | 1,000 gp |
| *Shieldstone cavern* | 1,000 gp |
| *Bigby's tomb (Bigby's slapping hand)* | 1,200 gp |
| *Cloudseat* | 2,000 gp |
| *Dragonsblood pool* | 2,000 gp |
| *Rainbow falls* | 2,000 gp |
| *Soulheart pool* | 4,000 gp |
| *Metamagic storm* | 5,000 gp |
| *Bigby's tomb (Bigby's interposing hand)* | 8,000 gp |
| *Eternal vortex* | 10,000 gp |
| *Boneyard* | 12,000 gp |
| *Vale of smoke and fog* | 18,000 gp |
| *Worldmeet glade* | 18,000 gp |
| *Bigby's tomb (Bigby's clenched fist)* | 20,000 gp |

character's quipment (see Table 5–1: Character Wealth by Level, page 135 of the *Dungeon Master's Guide*).

## BIGBY'S TOMB

Though he is immortalized for the distinctive spells he created, the great wizard Bigby knew all too well that (barring lichdom) death would eventually claim him. With the help of a small group of trusted apprentices and stoneworkers, he designed and built a suitable final resting place. Hidden far from prying eyes or light-fingered hands, *Bigby's tomb* has acquired a persistent arcane magic of its own, which manifests in the style of spells that the great wizard invented. To those intrepid enough to seek it out, the tomb can offer a bit of the great wizard's power. An arcane spellcaster who finds the tomb and spends significant time within its walls gains the power to use one or more of the spells that carry Bigby's name as a spell-like ability.

Such a discovery, though, is easier said than done, for the location of *Bigby's tomb* changes from time to time. To ensure that his mortal remains would stay undisturbed, the wizard created an entirely new spell that would literally pick up his tomb (with a pair of hands made of arcane force) and transport it to a new location each time anyone visited it. Magically protected from the ravages of the elements, the tomb can be found anywhere--in a subterranean vault, in an undersea grotto, at the heart of a volcano, in the catacombs beneath a forgotten city, or any other location large enough to accommodate it.

Any character who comes within 100 feet of the tomb feels as though dozens of invisible hands are propelling him forward, though his speed is unaffected and he can turn away without penalty. Over time, the tomb also works subtle changes in the surrounding terrain, causing nearby rocks, vegetation, clouds, or flames to take on the vague shapes of hands.

**Lore:** Characters can gain the following pieces of information about *Bigby's tomb* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### KNOWLEDGE (ARCANA)

| DC | Information Gained |
|---|---|
| 10 | Bigby built his tomb while he still lived. |
| 15 | The final resting place of the great wizard Bigby is infused with the power of his most famous spells. |
| 20 | Those who seek out the tomb can gain the power to use some of the *Bigby's hand* spells. |
| 25 | *Bigby's tomb* shifts its location from time to time, carried by hands of arcane force. |

**Description:** The door to *Bigby's tomb* looks like the back of a giant hand, positioned with fingers upward. To open it, a

*Bigby's tomb hands out its special ability to another spellcaster*

visitor must seize the tops of the fingers and pull down. The open door then forms a ramp into the tomb.

*Bigby's tomb* consists of a single, square chamber about 100 feet on a side that appears to be hollowed out of whatever substance surrounds it. Against one wall of this room is a dais supporting an ornate sarcophagus whose surface is covered with relief sculptures of hands of all shapes and sizes—young hands, old hands, tapered hands, and rough hands. Some of the hands grasp others, some seem to be pushing something away, some are balled into fists, and some are outstretched in invitation. The walls of the tomb are covered with frescoes of similar design, and the floor carries on the theme in mosaics.

Magical hands of arcane force appear to move about the chamber, dusting, cleaning, and creating new artwork, but these are *permanent images*. The tomb is silent except for the sounds of the hands at work. A sense of excitement pervades the place, giving the visitor the impression that infinite possibilities exist for those willing to seize them.

The never-used sarcophagus remains empty to this day. When the sarcophagus is touched, a permanent *magic mouth* on the skeleton says, "Take my hand."

**Prerequisite:** *Bigby's tomb* can confer its special ability only on an arcane spellcaster with an Intelligence score of 12 or higher who has access to spells of the evocation school and can cast 2nd-level or higher spells.

**Location Activation:** To gain the ability conferred by *Bigby's tomb*, a qualified creature must grasp one of the hands sculpted on the sarcophagus. Doing so causes the hand to detach from the wrist and meld with the visitor's hand, making it larger and stronger-looking than the other.

Only one creature at any given time can possess the special ability granted by *Bigby's tomb*.

**Recharge:** Once it has granted one spellcaster its special ability, *Bigby's tomb* cannot do so again until the detached hand has returned to the sarcophagus.

**Special Ability (Sp):** *Bigby's tomb* grants the ability to use one of the *Bigby's hand* spells (caster level equals creature's character level) as a spell-like ability once per day upon detaching the stone hand. The specific spell granted depends on the user's spell ability.

- A character who can cast arcane spells of 4th level or lower gains *Bigby's slapping hand* (see the sidebar).
- A character who can cast arcane spells of 5th, 6th, or 7th level gains *Bigby's interposing hand*.
- A character who can cast arcane spells of 8th or 9th level gains *Bigby's clenched fist*.

Once granted, this ability cannot be changed for the duration of the effect. The use of this ability causes the character's hands to glow with arcane power.

**Duration:** The ability to use the selected *Bigby's hand* spell lasts for one year. At the end of that time, the spellcaster's hand returns to normal, and the stone hand reappears on the sarcophagus.

**Aura:** Strong evocation.

**Ability Value:** 1,200 gp (*Bigby's slapping hand*); 8,000 gp (*Bigby's interposing hand*); 20,000 gp (*Bigby's clenched fist*).

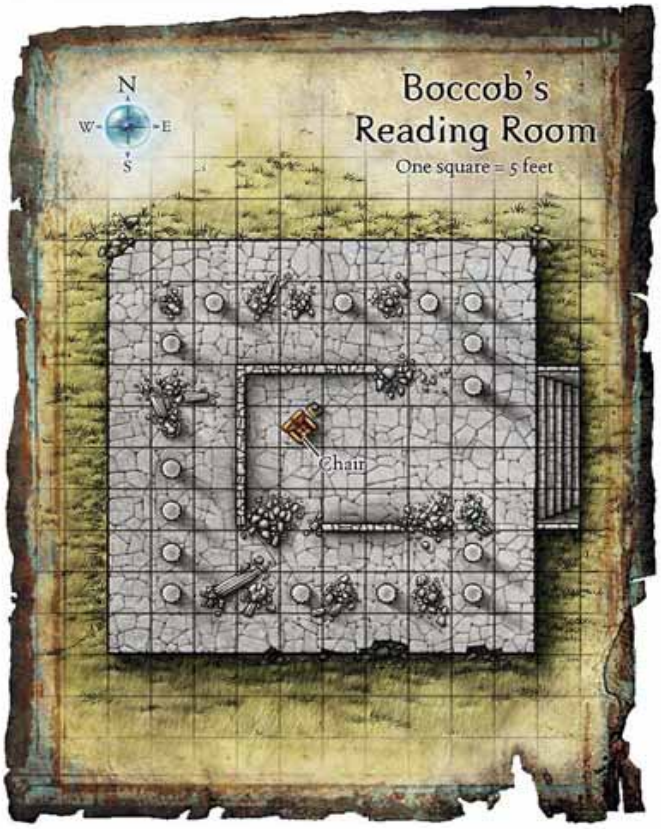
## BIGBY'S SLAPPING HAND

Evocation [Force]
**Level:** Sorcerer/wizard 2
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** One Tiny hand
**Duration:** Instantaneous
**Saving Throw:** None; see text
**Spell Resistance:** Yes

*You complete the spell and blow into the leather glove. Immediately a blue-white, translucent hand appears next to the enemy and smacks it across the side of the head—not enough to hurt it, but hard enough to give others nearby a chance to attack.*

This spell distracts the subject, causing it to immediately provoke attacks of opportunity from creatures threatening its space. The spell allows no saving throw, but a slapped creature can negate the effect with a DC 20 Concentration check.

*Focus:* A leather glove.




## BOCCOB'S READING ROOM

Boccob, the god of magic, values knowledge most highly. Legend holds that certain places that were sacred to him in the past—the former sites of great libraries, colleges of magic, and so forth—became suffused with the god's arcane power. Even though the structures that once stood there have long since fallen to ruin or been completely razed, these sites remain wellsprings of arcane lore. Such locations are called *Boccob's reading rooms*.

A *Boccob's reading room can* form anywhere on the surface of the earth or underground. These sites often occur in the forgotten ruins of ancient libraries and houses of knowledge, but they form just as often in the private retreats of great wizards who used them for solitary study. Occasionally, a *Boccob's reading room* forms in a wilderness area where no remnant of any former structure remains.

**Lore:** Characters can gain the following pieces of information about a *Boccob's reading room* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### KNOWLEDGE (ARCANA)

| DC | Information Gained |
|---|---|
| 10 | A *Boccob's reading room* is a magical site that holds the collected knowledge of one or more great arcane spellcasters. |
| 15 | A *Boccob's reading room* forms from a high concentration of magical knowledge and lore, such as that collected in an arcane library or college. |
| 20 | *Boccob's reading rooms* allow certain creatures to gain a bit of the collected arcane knowledge that once resided within their confines. |

**Description:** A *Boccob's reading room* occupies a cubic area about 20 feet on a side. It usually forms either inside an abandoned structure or within an area of ruins, but it can also be in a cave or other natural setting. If it is indoors, its walls are a neutral, restful shade; if it is located in ruins or outdoors, the area is visually unremarkable. The only unusual features of the site are a large, comfortable chair and a reading lamp, which might or might not seem very out of place in the setting.

The musty smell of old books pervades a *Boccob's reading room*, even though no actual books remain. The room is unnaturally silent, and voices and even footfalls are muffled. Any intelligent creature entering the area feels that some new arcane secret waits here, waiting to be learned.

When a spellcaster has successfully gained new spell knowledge from a Boccob's *reading room*, a small mark shaped like a book appears on one of his hands. This mark is permanent.

**Prerequisite:** Only a spellcaster capable of preparing and casting 3rd-level arcane spells can sense and access the power of a *Boccob's reading room*.

**Location Activation:** When a qualified spellcaster enters the site, a book appears on the chair. By spending 8 uninterrupted hours perusing this tome, the spellcaster gains a portion of the collected arcane knowledge that was once kept here. If his perusal is interrupted, the spellcaster can begin again.

**Recharge:** Once a *Boccob's reading room* has conferred its power upon a single creature, it cannot do so again for

*A caster who peruses the tome in Boccob's reading room gains an extra spell*

30 days. However, a spellcaster can benefit from a Boccob's *reading room* no more than once a year.

**Special Ability (Ex):** Upon drawing forth the power of a Boccob's *reading room,* a spellcaster who prepares spells can write one new spell of any level he can cast into his spellbook. Doing this requires 1 hour, and there is no cost for materials except for the required pages in the spellbook. A spellcaster who employs spellbooks cannot benefit from the same Boccob's *reading room* more than once per year, but he can benefit from any number of different Boccob's *reading rooms* within the same year.

**Duration:** The new spell knowledge gained from a Boccob's *reading room* is permanent.

**Aura:** Strong divination.

**Ability Value:** 100 gp per level of the added spell.

*"Sorcery is a lot like cutting firewood with a bolt of lightning. It's quick, loud, and flashy, hut you don't have much to show for it when it's all said and done."*

—Mialee the wizard

## BONEYARD

In any place where large numbers of creatures are buried in mass graves or left to rot without proper funerary rites, a *boneyard* might form. The presence of so much raw material for necromantic magic seems to draw negative energy of its own accord, changing the gravesite into a nexus of necromantic power.

Most *boneyards* form underground, but they can also manifest in aboveground tombs, or even firepits where massive numbers of corpses were cremated. Such magical locations form at the sites of great battles where the corpses of fallen enemies were left unburied for scavengers. But they can also manifest in the former dwelling places of great necromancers who hoarded corpses for their work.

**Lore:** Characters can gain the following pieces of information about a *boneyard* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### Knowledge (arcana)

| DC | Information Gained |
|---|---|
| 10 | A *boneyard* is a site that forms any place with large numbers of unsanctified corpses. |
| 15 | A *boneyard* consists of the purest essence of necromantic magic. |
| 20 | Anyone who meditates within a *boneyard* can draw a small portion of its magic into herself to augment her necromantic spells and effects. |

**Description:** A *boneyard* is a vast expanse of humanoid remains that covers up to 500 square feet. Bones, ashes, and partial skeletons litter the ground or floor, and the odor of the charnel house is almost overpowering, even though the flesh has long since rotted away from the bones. Bones always exist in quantity in a *boneyard,* even if it was formed at the site of a crematory.

In an outdoor *boneyard,* the surrounding vegetation is withered and dead. The bones in a *boneyard*

*The dead do not quite rest in a boneyard*

do not move of their own accord, but clicks and rattles are audible throughout its confines, as though the bones were restless and eager to move.

When a spellcaster who has successfully drawn power from a *boneyard casts a* necromancy spell, her hands briefly appear skeletal. Although this effect looks impressive, no physical change of any kind occurs to her hands.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different necromancy spells of 3rd level or higher can sense and access the power contained within a *boneyard*.

**Location Activation:** To claim the power of a *boneyard*, a qualified spellcaster must meditate uninterrupted within its confines for 8 hours. If the required meditation period is interrupted, the character can begin again.

**Recharge:** Once a *boneyard* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** Once per day, a spellcaster who has drawn forth the power from a *boneyard* can cast a necromancy spell that is affected by her choice of the Empower Spell, Extend Spell, or Enlarge Spell metamagic feats. The spell's level is not modified, and she can decide to apply the feat at the moment she casts the spell—she need not prepare it ahead of time. If she is a spontaneous caster, she requires no additional time to add the metamagic feat to the necromancy spell she casts.

**Duration:** The ability to augment necromancy spells lasts for one year.

**Aura:** Strong necromancy.

**Ability Value:** 12,000 gp.

## CLOUDSEAT

Wherever mortals have communed on a regular basis to unlock the secrets of the future, a *cloudseat* can form. Sages speculate that *cloudseats* are actually small tears in the fabric of time that allow glimpses of probable futures. But whatever their nature, *cloudseats* offer arcane spellcasters who are proficient with divination magic a chance to gain the knowledge they seek faster than usual.

*Cloudseats* can form indoors or outdoors in any kind of terrain or setting. Many form in the dwelling places of powerful diviners. A few, however, are located in wilderness areas that have been popular as oracle sites.

**Lore:** Characters can gain the following pieces of information about a *cloudseat* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

*Meditating in a cloudseat makes divination magic easier to perform*

**Knowledge (arcana)**

| DC | Information Gained |
|---|---|
| 10 | A *cloudseat* is a site that forms where divination magic is routinely used to see the future. |
| 15 | A *cloudseat* consists of the purest essence of divination magic. |
| 20 | Anyone who meditates while sitting in a *cloudseat* can draw a small portion of its magic into himself to augment his divination spells and effects. |

**Description:** A *cloudseat* resembles a stool, chair, or throne formed of clouds. It can be any color and intensity, from pastel to jewel tone. Though it appears insubstantial, a *cloudseat* is perfectly capable of supporting the weight of a Large or smaller creature.

A *cloudseat* typically has a clean, fresh scent, like the air after a thunderstorm. Anyone who sits in *it* can hear voices murmuring indistinctly, as if they were coming from far away. Typically, such a creature is seized with the desire to decipher what these voices are saying, but no more than a word or two is ever audible. Sometimes a sense of foreboding surrounds a *cloudseat*, but more often, those in its area gain a strong sense of power and destiny. Anyone who actually sits in a *cloudseat* feels euphoric, as though he knows that he is to play a vital role in the grand scheme of things and bring about great change.

When a spellcaster who has successfully drawn power from a *cloudseat* casts a divination spell, his eyes briefly become completely white, and his voice takes on a guttural edge.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different divination spells of 2nd level or higher can access the power of a *cloudseat*.

**Location Activation:** To claim the power of a *cloudseat*, a qualified spellcaster must sit in it and meditate uninterrupted for 8 hours. During this time, the creature might experience horrifying or euphoric dreams. If the required period of meditation is interrupted, the spellcaster can begin again.

**Recharge:** Once a *cloudseat* has granted its ability to a single creature, it cannot do so again for one year.

**Special Ability (Ex):** Once per day, a spellcaster who has drawn power from a *cloudseat* can cast a divination spell of

2nd level or lower as a swift action, regardless of its usual casting time.

**Duration:** The swift casting ability lasts for one year.

**Aura:** Strong divination.

**Ability Value:** 2,000 gp.

## CRYPT OF WEE JAS

A *crypt of Wee Jas* is a site formed when the power of the deity of death and magic touches the Material Plane. Sages speculate that the lifelong pursuit of necromancy could change the burial places of Wee Jas's adherents into *crypts of Wee Jas*, but these sites can also form in other places where death magic has been used against powerful foes.

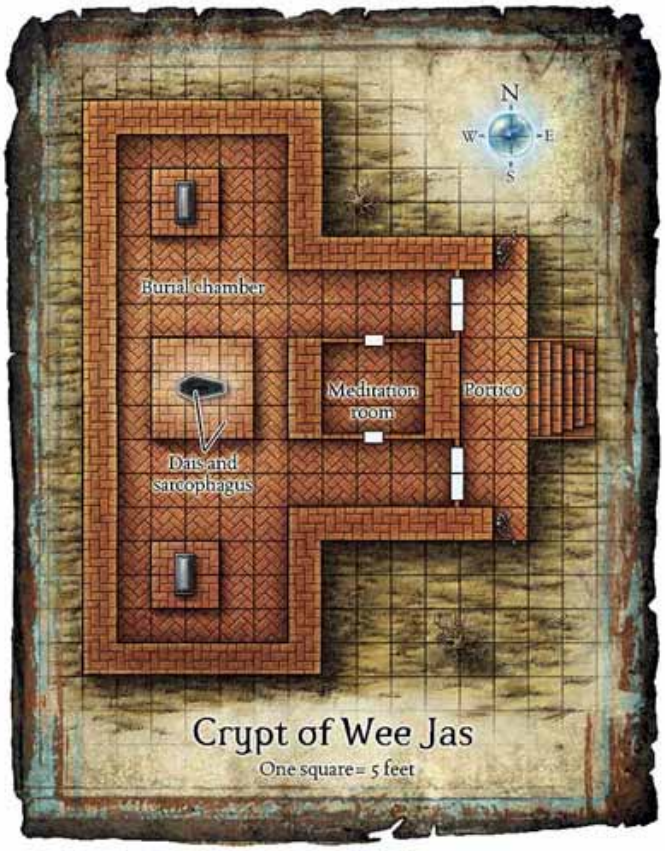
A *crypt of Wee Jas* typically forms in underground locations, but it can also manifest in a mausoleum or catacomb that houses the dead. Often such magical locations form in the burial crypts of famous necromancer families, but they can also come into being at locations where necromantic magic has permanently affected a well, pool, or other landscape feature.

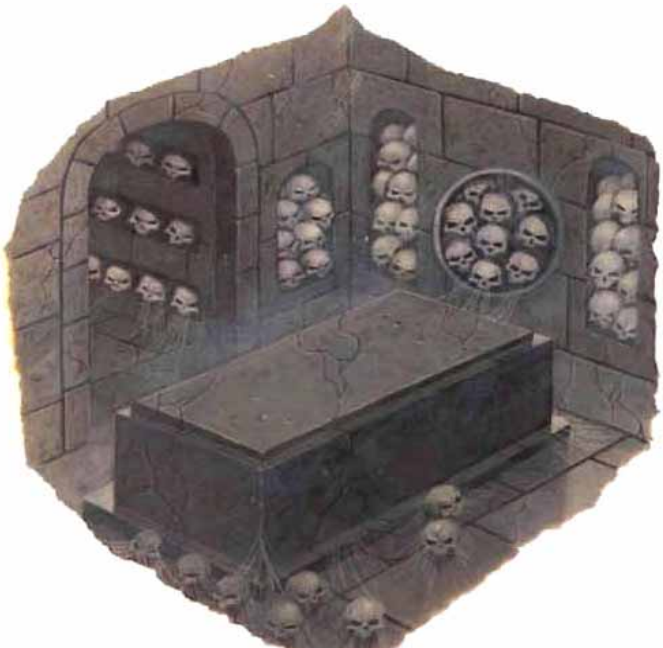
**Lore:** Characters can gain the following pieces of information about a *crypt of Wee Jas* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### KNOWLEDGE (ARCANA)

| DC | Information Gained |
|---|---|
| 10 | A *crypt of Wee Jas* is a site that forms where concentrations of death magic exist. |
| 15 | A *crypt of Wee Jas* allows those skilled with necromantic magic to predict death. |
| 20 | Any spellcaster who draws the power of a *crypt of Wee Jas* into herself can determine how near any given creature is to death. |

**Description:** A *crypt of Wee Jas* looks like an ornate mausoleum decorated with arcane sigils, glowing skulls, and bones painted in stark white. Its walls are made of stone or earth, and it invariably contains a sarcophagus that glows with arcane power. This sarcophagus is empty except for a swirling darkness.



*Death's presence is easily felt after a visit to a crypt of Wee Jas*

A *crypt of Wee Jas* carries no odor of death, but the skulls and bones that decorate the walls leave no doubt as to its nature. The darkness within the sarcophagus makes a faint whooshing sound, but other than that the place is silent.

When a spellcaster who has successfully drawn power from a *crypt of Wee Jas* uses the granted ability, her eyes briefly become twin pools of swirling darkness.

**Prerequisite:** Only an arcane spellcaster who can cast at least three different necromancy spells of 2nd level or higher can sense and access the power contained within a *crypt of Wee Jas*.

**Location Activation:** To claim the power of a *crypt of Wee Jas*, a qualified spellcaster must draw forth its power as an act of will. Doing so requires a full-round action and provokes attacks of opportunity.

**Recharge:** Once a *crypt of Wee Jas* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Su):** A spellcaster who draws forth the power from a *crypt of Wee Jas* constantly senses how near death any given creature is, as with the *deathwatch* spell, except that the range is 60 feet.

**Duration:** The ability to use the *deathwatch* effect lasts for one year.

**Aura:** Faint necromancy.

**Ability Value:** 1,000 gp.

## DRAGONSBLOOD POOL

The blood of a dragon carries great arcane power, but only those with draconic bloodlines can access it. When a dragon dies in a battle of truly epic proportions, its spilled blood can form a *dragonsblood pool*. Sorcerers and other creatures with draconic bloodlines can sometimes claim the latent power of such a site for themselves.

*"Drinking from a dragonsblood pool enhances a casters arcane magic*

A *dragonsblood pool* can form anywhere that dragons dwell. Many of these sites are on the surface of the earth, hidden in forest glades, volcanoes, icy caves, or the shifting sands of deserts. Some, however, manifest deep underground, or even within the walls of great cities that have sprung up around them. Over time, the magic of the dead dragon's blood twists the surrounding land and vegetation into weird shapes reminiscent of sleeping or flying dragons.

**Lore:** Characters can gain the following pieces of information about a *dragonsblood pool* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### Knowledge (arcana)

| DC | Information Gained |
|---|---|
| 10 | A *dragonsblood pool* results from the spectacular death of a powerful dragon. |
| 15 | A *dragonsblood pool* can increase the spellcasting power of any creature with a draconic bloodline. |
| 20 | A *dragonsblood pool* has a metaphysical connection to the dragon from which it came. That connection can manifest in peculiar ways in those who harvest its power. |

**Description:** A *dragonsblood pool* is a roughly circular body of dark liquid about 100 feet in diameter. Wavelets ripple the surface even when no wind is present, as if some unseen power were disturbing the fluid. The liquid in the pool is thick, viscous, and dark red-brown in color.

The unmistakable odor of blood permeates the area around the pool. Anyone who approaches it becomes aware of a faint rushing sound, like that made by a great dragon's wings. Some small remnant of the dragon's frightful presence remains as well, causing a vague feeling of apprehension in those who come near. Furthermore, the immediate area is suffused with the essence of the dead dragon's breath, as given on the following table.

| Dragon Color | Effect |
|---|---|
| Black or green | The sharp smell of acid permeates the air, and the rocks nearby seem corroded. |
| Blue or bronze | The air smells of electricity, like the aftermath of a thunderstorm, and touching any portion of the surroundings delivers a small static charge. |
| Brass | Visitors to the area feel sleepy. |
| Copper | Visitors feel as if they are moving through quicksand, though their movement rates are not actually affected. |
| Cold | Visitors to the area feel weak, though their Strength scores are not actually affected. |
| Red | The area seems unnaturally warm, and the vegetation looks scorched. |
| White or silver | The area seems unnaturally cold, and the nearby rocks and vegetation *are* covered with a rime of frost. |

The eyes of a spellcaster who has successfully drawn power from a *dragonsblood pool* turn yellow and take on a draconic appearance.

**Prerequisite:** To gain the benefits of a *dragonsblood pool*, a creature must be able to spontaneously cast at least one spell of 2nd level or higher.

**Location Activation:** A qualified spellcaster can sense the lingering power of a *dragonsblood pool* and claim a small shard of it by drinking a small amount of liquid (equivalent to the amount in a potion bottle) from it. A *dragonsblood pool* holds enough power to boost the spellcasting ability of up to three qualified spellcasters simultaneously.

**Recharge:** After a *dragonsblood pool* has conferred its ability three times, it cannot grant its power again for one full year.

**Special Ability (Ex):** A spellcaster who draws forth the power of a *dragonsblood pool* gains one bonus arcane spell slot of 1st, 2nd, or 3rd level (spellcasters choice, but not of a higher level than the character can cast). No single creature can have more than one bonus spell slot from a *dragonsblood pool* at a time.

**Duration:** The bonus spell slot lasts for one year.

**Aura:** Strong transmutation.

**Ability Value:** 6,000 gp (2,000 gp per creature affected).

## ETERNAL VORTEX

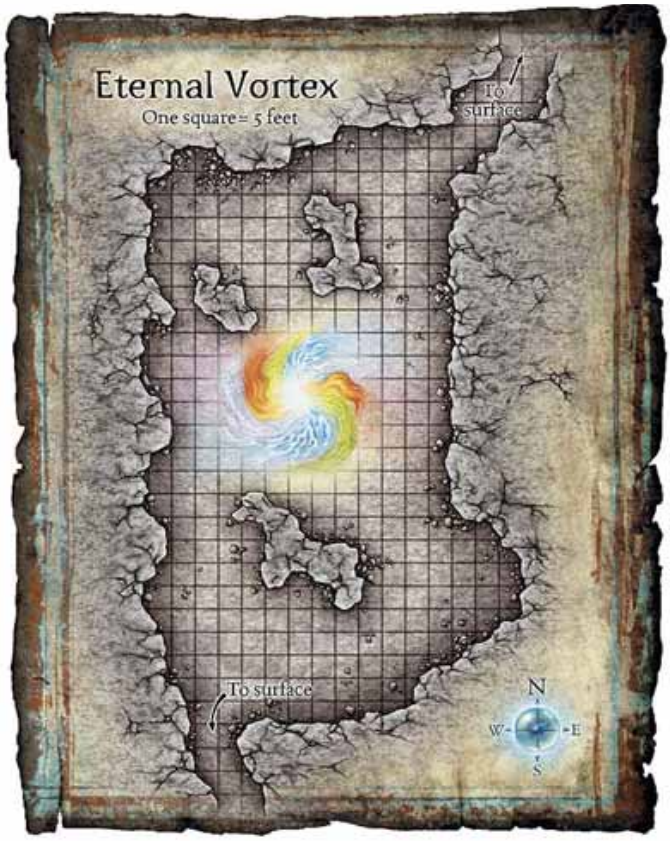
An *eternal vortex* is a swirling maelstrom of arcane energy that holds the essence of evocation magic. Legend holds that such a location is formed from multiple castings of powerful evocation spells in the same spot. The raw energy of such spells became so concentrated that it could not all dissipate in the usual way. Instead, remnants of it persisted, eventually forming a vortex of magical power.

An *eternal vortex* can form in any spot—indoors, outdoors, or underground. Such magical locations form at the sites of great battles in which warmages turned the tide with their powerful spells. They can also manifest where dragons or other powerful foes once dwelled, particularly if they were eventually brought low by the concerted power of numerous evocations.

**Lore:** Characters can gain the following pieces of information about an *eternal vortex* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

**KNOWLEDGE (ARCANA)**

| DC | Information Gained |
|---|---|
| 10 | An *eternal vortex* is a site that forms where significant battles were fought with evocation magic. |
| 15 | An *eternal vortex* consists of the purest essence of evocation magic. |
| 20 | Anyone who meditates beside an *eternal vortex* can draw a small portion of its magic into herself to augment her evocation spells and effects. |




**Description:** An *eternal vortex* looks like a whirlpool of elemental force. Fire, ice, acid, and bolts of raw electricity swirl down toward its center in an endless dance, each retaining its own character even when in contact with the other forces. Periodically, explosions burst from its walls with deafening crashes, sending gouts of elemental material shooting out into the center of the vortex. The vortex is blindingly bright and garishly colored, and its opening can be placed horizontally, vertically, or in any other orientation on a surface.

*An eternal vortex is made from the essence of evocation magic*

An *eternal vortex* throbs with power, and the area around it appears blasted and ruined. The air in the vicinity sparkles with small flashes of energy—tiny arcs of lightning, tongues of flame, rays of cold, and colorful splashes of acid. The low rumble of the vortex is punctuated by small bangs and pops of stray sonic energy The vortex inspires a feeling of awe and a twinge of fear in viewers.

When a spellcaster who has successfully drawn power from an *eternal vortex* casts an evocation spell that deals energy damage, her hands are surrounded with the type of energy that the spell produces. Although this effect looks impressive, it deals no damage of any kind.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different evocation spells of 3rd level or higher can sense and access the power contained within an *eternal vortex*.

**Location Activation:** To claim the power of an *eternal vortex*, a qualified spellcaster must meditate uninterrupted at its lip for 8 hours. If the required meditation period is interrupted, the character can begin again.

**Recharge:** Once an *eternal vortex* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** Once per day, a spellcaster who draws forth the power from an *eternal vortex* can cast an evocation spell of 6th level or lower that automatically repeats its effect on the following round, at the start of the spellcaster's next turn. The repeated spell has the same point of origin as the

original spell, and creatures within the area are entitled to spell resistance and saving throws just as if the spell had been cast normally. This special ability can only be applied to evocation spells with an instantaneous duration.

**Duration:** The ability to repeat the effect of evocation spells lasts for one year.

**Aura:** Strong evocation.

**Ability Value:** 10,000 gp.

*"Balance. Balance in all things. Great is the power I wield. Greater still is my will that guides it. These taboos are not sacrifices, but exercises in discipline that focus my body and mind so that my will is unfettered by weakness"*

—Hide-yori the wu jen

## METAMAGIC STORM

Metamagic is a method by which spellcasters alter the way magical energy is formed and used. Some sages speculate that metamagic has an identity of its own—that it is a wild, untamed force even more mysterious than magic itself. A *metamagic storm* embodies these elements, manifesting as glimmering sheets of light in the night sky.

A *metamagic storm* can form anywhere that magical energy is highly concentrated and only barely controlled. It comes into being where great arcane duels have occurred, or where wizards or sorcerers have waged war against their foes.

**Lore:** Characters can gain the following pieces of information about a *metamagic storm* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

**Knowledge (arcana)**

| DC | Information Gained |
|---|---|
| 10 | A *metamagic storm* is a site that forms where the concentration of magical energy is high. |
| 15 | A *metamagic storm* offers many ways to sculpt and refine magical energy by modifying spells. |
| 20 | Anyone who meditates beneath a *metamagic storm* can draw a small portion of its power into himself to augment his spellcasting. |

**Description:** A *metamagic storm* looks like multicolored sheets of flickering light in a night sky. Green, blue, red, and violet radiance coruscates in endless patterns, washing the black sky in jewel-toned shades. The patterns of color reflect the various forms of metamagic that can be employed to form and shape spells. A *metamagic storm* emits no sound, but a sweet scent pervades the land beneath it.

When a spellcaster who has successfully drawn power from a *metamagic storm* casts a spell modified by the granted benefit, his eyes briefly blaze with coruscating light.

**Prerequisite:** Only an arcane spellcaster who already possesses at least one metamagic feat can sense and access the power contained within a *metamagic storm*.

**Location Activation:** To claim the power of a *metamagic storm*, a qualified spellcaster must meditate uninterrupted

*A metamagic storm is the stuff from which powerful magic is born*

beneath it, absorbing its light, for 8 hours. If the required meditation period is interrupted, the character can begin again.

**Recharge:** Once a *metamagic storm* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** A spellcaster who draws forth the power from a *metamagic storm* gains one metamagic feat of his choice as a bonus feat. He must qualify for the feat to select it, but the feat gained can't be used to meet any other requirements or prerequisites.

**Duration:** The bonus metamagic feat lasts for one year.

**Aura:** None.

**Ability Value:** 5,000 gp.

*"When I was young, I fanned myself as swift and silent as the shadows themselves. Then I found my master and he showed me real power.*
*In the end, I thanked him in the way he taught me: with death."*

— Darkblade the assassin

## RAINBOW FALLS

Wherever magic has been employed to profoundly change the nature of creatures, places, or items, *rainbow falls* can form. Such a site holds within it the essence of transmutation magic, and the raw power of such alteration magic ensures that nothing near it is the same as it once was.

*A rainbow falls holds the power to make transmutation magic last longer*

*Rainbow falls* can form in any spot—indoors, outdoors, or underground. Such magical locations form where magic has been used to sculpt the land, or in the homes of great transmuters. But they can also manifest in natural locations that are prone to change, such as earthquake zones.

**Lore:** Characters can gain the following pieces of information about a *rainbow falls* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

**KNOWLEDGE (ARCANA)**

| DC | Information Gained |
|---|---|
| 10 | *Rainbow falls* form where magic has been used to effect profound changes on the landscape or native creatures. |
| 15 | *Rainbow falls* consist of the purest essence of transmutation magic. |
| 20 | Anyone who meditates under a *rainbow falls* can draw a small portion of its magic into himself to augment his transmutation spells and effects. |

**Description:** A *rainbow falls* resembles a sparkling waterfall at least two stories high. The water looks clear for

the most part, but every color of the rainbow coruscates through it. The water falls into a small pool at the base that never increases in size, sending up a multicolored fine spray. If any creature touches the water, however, the water changes to mist and vanishes, only to return the instant the creature retreats.

Though a *rainbow falls* runs constantly, its appearance is always shifting. The rainbow colors that tint its water shift continually, and now and again some object spills over the top of the falls and changes to water on the way down, blending in with the clear stream. The air in the vicinity smells clean and fresh, and the sound of splashing water provides a pleasant backdrop for the scene.

When a spellcaster who has successfully drawn power from a *rainbow falls* casts a transmutation spell, his body momentarily seems to shift and distort, though no actual change occurs.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different transmutation spells of 2nd level or higher can sense and access the power contained within a *rainbow falls.*

**Location Activation:** To claim the power of a *rainbow falls,* a qualified spellcaster must meditate uninterrupted beside it for 8 hours. If the required meditation period is interrupted, the character can begin again. Though the water appears real enough, it changes to air around the spellcaster's body, so he does not get wet during this period.

**Recharge:** Once a *rainbow falls* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** Once per day, a spellcaster who draws forth the power from a *rainbow falls* can cast a transmutation spell and triple its duration, to a maximum duration of 24 hours. Spells with instantaneous durations are not affected.

**Duration:** The ability to extend the duration of a transmutation spell lasts for one year.

**Aura:** Moderate transmutation.

**Ability Value:** 2,000 gp.

*"I can only imagine that the ferocity of the bear and the vigilance of an owl were the qualities sought. I am just thankful that was all that was sought. Can you imagine the horror if they had, for instance, sought the qualities of a beholder and an illithid?"*

—Mialee the wizard

## SHIELDSTONE CAVERN

Wherever powerful abjuration magic has been used repeatedly to protect a large number of creatures, a *shieldstone cavern* might form. Not only do such sites provide useful sanctuaries from attack, but they also have the power to augment abjuration spells for arcane spellcasters who can access their power.

Because of their link with protective magic, *shieldstone caverns* manifest in or near population centers, particularly those that are frequently besieged by attackers. Because these sites usually occur within earth or rock, they are found in mountains or hillsides, or beneath cities. However, a *shieldstone cavern* can also form within a gigantic tree, or in a significant volume of some solid substance such as ice.

**Lore:** Characters can gain the following pieces of information about a *shieldstone cavern* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

**KNOWLEDGE (ARCANA)**

| DC | Information Gained |
|---|---|
| 10 | A *shieldstone cavern* forms where magic has been used to protect large numbers of people. |
| 15 | A *shieldstone cavern* draws upon the pure essence of abjuration magic. |
| 20 | Anyone who stands within a *shieldstone cavern* can draw a small portion of its magic into himself to augment his abjuration spells and effects. |

**Description:** When a *shieldstone cavern* forms, it hollows a roughly hemispherical cavern out of the solid substance in which it manifests. Furthermore, the protective magic inherent in such a location causes it to form in the most defensible location in the area. The cavern formed can be up to 100 feet in diameter, depending on the available space. The interior of the cavern has smooth walls and floor on which glowing protective sigils form and fade, plus a stream of clear, fresh water. A ghostly image of a shield covers the entrance, but anyone needing shelter or protection can freely pass through it into the cavern.

*A mind flayer prepares to enter a shieldstone cavern*

Within the cavern, the air is fresh and slightly warm. Any intelligent creature entering a *shieldstone cavern* feels a strong sense of peace and safety, as though no harm could breach its walls.

Whenever an arcane spellcaster who has successfully drawn power from a *shieldstone cavern* casts an abjuration spell, an image of a shield briefly appears on the back of each of his hands.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different abjuration spells of 2nd level or higher can sense and access the power contained within a *shieldstone cavern*, though any creature can take shelter within its confines.

**Location Activation:** Any creature that enters a *shieldstone cavern* and asks aloud for protection is affected as if by *shield* and *protection from arrows* for as long as it remains within its confines. Furthermore, the intangible hand becomes a stone door that functions as if affected by *hold portal* and *arcane lock* until the protected creature asks for release.

To claim the special ability granted by a *shieldstone cavern*, a qualified spellcaster must meditate uninterrupted for 8 hours within its confines. If this meditation is interrupted, the character can begin again.

**Recharge:** Once a *shieldstone cavern* has conferred its benefits on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** The effective caster level of a spellcaster who draws power from a *shieldstone cavern* increases by 1 for all abjuration spells.

**Duration:** The increase in caster level lasts for one year.

**Aura:** Strong abjuration.
**Ability Value:** 1,000 gp.

## SOULHEART POOL

A *soulheart pool* is a body of water that holds the essence of enchantment magic. Legend holds that such a location is formed from the fleeting memories of hundreds of fey creatures gathering for dance or celebration, and that the concentrated remnants of their ability to charm and beguile others has coalesced into a pool.

A *soulheart pool* invariably forms in a remote, wilderness location of the sort frequented by fey creatures. Most are on the surface, but a rare few are found in subterranean areas where fey native to such locations reside. The existence of a *soulheart pool* causes the area around it to take on a rosy glow, as if it were suffused with the light of dawn.

**Lore:** Characters can gain the following pieces of information about a *soulheart pool* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### Knowledge (arcana)

| DC | Information Gained |
|---|---|
| 10 | A *soulheart pool* is a site that forms where large numbers of fey creatures have gathered. |
| 15 | A *soulheart pool* consists of the purest essence of enchantment magic. |
| 20 | Anyone who meditates beside a *soulheart pool* can draw a small portion of its magic into herself to augment her enchantment spells and effects. |

*A soulheart pool is favorite spot of fey creatures*

**Description:** A *soulheart pool* looks like an unusually calm pool of clear water about 50 feet in diameter. Sometimes the surface of the pool shimmers briefly, like the surface of a stone in the summer heat. Anyone who looks into the pool can see fleeting, delightful images of old friends, old flames, and pleasing memories.

The area around a *soulheart pool* feels warm and cozy, and the air smells of whatever scents bring pleasant memories to the visitor. A pleasant feeling of relaxation envelops the place, making visitors wish to stay.

Whenever a spellcaster who has successfully drawn power from a *soulheart pool* casts an enchantment spell, her face briefly takes on a feylike appearance.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different enchantment spells of 2nd level or higher can sense and access the power contained within a *soulheart pool*.

**Location Activation:** To claim the power of a *soulheart pool*, a qualified spellcaster must meditate uninterrupted within its confines for 8 hours. If the required meditation period is interrupted, the character can begin again.

**Recharge:** Once a *soulheart pool* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Su):** Once per day, a spellcaster who draws forth the power from a *soulheart pool* can recast any enchantment spell (without spending a spell slot) on the turn after she first casts it. She must target the same creature or creatures she targeted the first time she cast the spell. Recasting a spell in this way requires a standard action, regardless of the spell's normal casting time.

**Duration:** The conferred ability lasts for one year.

**Aura:** Strong enchantment.

**Ability Value:** 4,000 gp.

*"They are like children playing in the sand;*
*they draw their designs, build their castles*
*and call themselves kings.*
*Then the waves come and sweep it all aside. Me?*
*I am the ocean"*

—Hennet the sorcerer

## VALE OF SMOKE AND FOG

A *vale of smoke and fog* is a misty depression that holds the essence of illusion magic. Such a location *is* usually formed when the same spot has been blanketed by illusion spells for long period of time. Sages speculate that the lingering effects of such magic can degrade reality at the site over time, rendering it blurry and indistinct.

*Reality takes a back seat to illusion in a vale of smoke and fog*

*Vales of smoke and fog* can form anywhere that has a solid floor—whether indoors, outdoors, or underground. Such magical locations form at the sites of great wizards' secret hideaways or the former locations of faerie mounds. But they can also manifest where fey lovers have trysted, or where great treasures have lain protected by illusion for centuries.

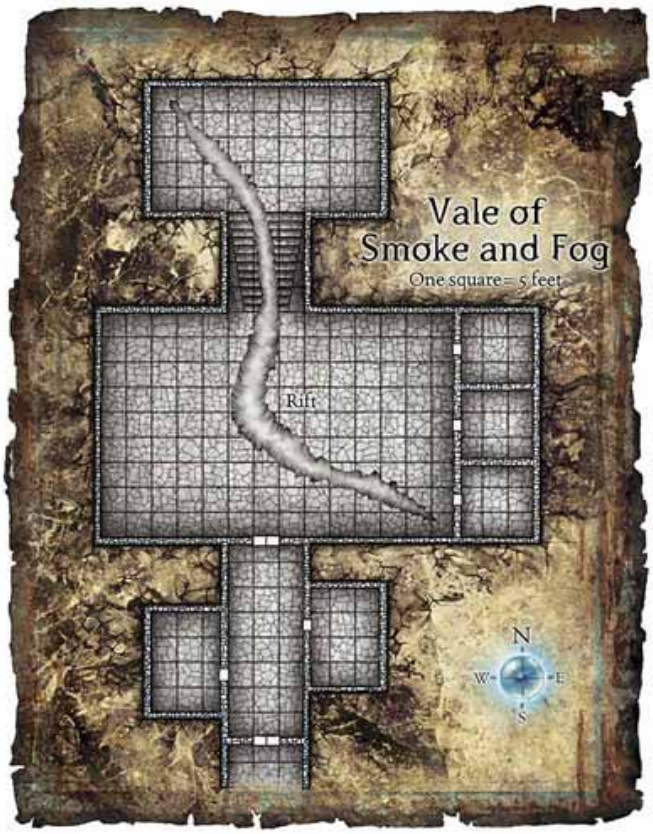
**Lore:** Characters can gain the following pieces of information about a *vale of smoke and fog* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

### Knowledge (arcana)

| DC | Information Gained |
|---|---|
| 10 | A *vale of smoke and fog* is a site that forms in areas that have been cloaked by illusion for centuries. |
| 15 | A *vale of smoke and fog* consists of the purest essence of illusion magic. |
| 20 | Anyone who meditates within a *vale of smoke and fog* can draw a small portion of its magic into herself to augment her illusion spells and effects. |

**Description:** A vale *of smoke and fog* manifests as a depression in an otherwise solid floor. The depression might be large and deep, forming a valley or a rift in the earth, or it might be small enough to fit inside an underground chamber. The depression is filled with gray mist that forms swirls and eddies as though disturbed by the passage of an unfelt breeze or an invisible creature. Muted sounds, such as voices or growls, occasionally issue forth from it. Anyone who stares into the fog can catch glimpses of people, places, and items, but they vanish back into the fog with tantalizing swiftness.

A deep sense of mystery shrouds a *vale of smoke and fog*. The fact that reality itself is weakened here causes those who enter to be assailed by vague doubts. The mist winds and creeps around the limbs of visitors, and wherever it touches, reality fades. Creatures see their limbs disappear, or change form, and objects seem to appear in hands touched by the gray mist. The faces of comrades mutate into those of creatures




or comrades long dead. Sounds and smells occur and then fade, seemingly at random.

When a spellcaster who has successfully drawn power from a *vale of smoke and fog* casts an illusion spell, her hands appear to turn into fog. Although this effect looks impressive, no actual change occurs.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different illusion spells of 4th level or higher can sense and access the power contained within a *vale of smoke and fog.*

**Location Activation:** To claim the power of a *vale of smoke and fog,* a qualified spellcaster must meditate uninterrupted within its confines for 8 hours. If the required meditation period is interrupted, the character can begin again.

**Recharge:** Once a *vale of smoke and fog* has conferred its ability on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** The duration of all illusion spells cast by a spellcaster who has drawn power from a *vale of smoke and fog* increases by 50%, and the save DC of each such spell increases by 1.

**Duration:** The ability to cast enhanced illusion spells lasts for one year.

**Aura:** Strong illusion.

**Ability Value:** 18,000 gp.

*"Sorcerers? Dilettantes. Why dabble in parlor tricks when you can become a master of the battlefield?"*

—Ferno the warmage

## WORLDMEET GLADE

In any place where conjuration magic is frequently used to summon creatures, some of the essence of those creatures might cling to the environs, creating a magical location that draws summonable creatures to it and augments their power. Such a location is known as a *worldmeet glade,* and arcane spellcasters who routinely employ spells of the conjuration school can access its particular magic.

*"Yes, that is correct My ancestors made a pact with infernal beings for power unknown to mere mortals. Demons? You can't believe every drunken bard who will sell you a story. Next you'll tell me that sorcerers are descended from dragons."*

—Morthos the warlock

*Worldmeet glades* typically form in natural environs close to the dwellings of powerful conjurers. Some speculate that these conjurers physically brought the biggest, best, and most robust conjurable creatures to this location, but in fact it is the lingering conjuration magic that both draws them to the site and augments their power.

*A hound archon, an astral deva, and a ghaele enjoy the comfort and calm of a worldmeet glade*

**Lore:** Characters can gain the following pieces of information about a *worldmeet glade* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

**Knowledge (arcana)**

| DC | Information Gained |
|---|---|
| 10 | A *worldmeet glade* is a site that forms where extraplanar creatures are routinely summoned. |
| 15 | A *worldmeet glade* consists of the purest essence of conjuration magic. |
| 20 | Anyone who meditates within a *worldmeet glade* can draw a small portion of its magic into himself to augment his conjuration spells and effects. |

**Description:** A *worldmeet glade* is an outdoor location with several different kinds of habitats concentrated in a smaller than normal space. Typically, such a site includes a forest, a marsh, a freshwater lake, a saltwater lake, and some hilly or mountainous terrain. Some even include deserts and frozen tundra, depending on the kinds of creatures present. The temperature in any given section is appropriate for its terrain, and all the sections coexist without "bleeding" into one another.

A *worldmeet glade* teems with life. The air is filled with squawks, grunts, roars, and growls, and creatures cavort in every part of the space. Nuts, berries, and ordinary prey animals abound to satisfy the hunger of every creature present. If both good and evil creatures are present, they ignore one another rather than fighting. The thrum of life is everywhere, and an intangible sense of peace and harmony pervades the area.

When a spellcaster who has successfully drawn power from a *worldmeet glade* casts a summoning spell, the summoned creature is briefly outlined in a green glowing light.

**Prerequisite:** Only an arcane spellcaster capable of casting at least three different conjuration spells of 3rd level or higher can sense and access the power contained within a *worldmeet glade*.

**Location Activation:** To claim the power of a *worldmeet glade*, a qualified spellcaster must meditate uninterrupted for 8 hours within its confines. If this meditation is interrupted, the character can begin again.

**Recharge:** Once a *worldmeet glade* has bestowed its power on a single spellcaster, it cannot do so again for one year.

**Special Ability (Ex):** A *worldmeet glade* grants a qualified spellcaster the ability to summon an enhanced version of any creature he could normally call with a given *summon monster* spell. The creature gains +2 hit points per Hit Die and a +2 bonus on all saving throws, checks, attack rolls, and damage rolls.

**Duration:** The ability to summon enhanced creatures lasts for one year.

**Aura:** None.

**Ability Value:** 18,000 gp.

# Master Eldritch Secrets And Formidable Power

Myth and mystery surround those who wield the awe-inspiring might of arcane magic. Whether through ancient knowledge, innate talent, or supernatural gift, these formidable and versatile spellcasters command powers beyond measure.

This supplement for the D&D® game provides everything you need to expand the power of arcane magic for characters of any class. Along with new base classes, prestige classes, feats, spells, monsters, and magic items, *Complete Arcane* provides guidelines for spell duels, arcane organizations, and other aspects of a campaign world imbued with magic.

To use this supplement, a Dungeon Master also needs the *Player's Handbook*,™ *Dungeon Master's Guide*,™ and *Monster Manual*.™

A player needs only the *Player's Handbook*.

Visit our website at
www.wizards.com/dnd

ISBN 0-7869-3435-2
52995
9 780786 934355
EAN
U.S. $29.95 179250000 Printed in the U.S.A.